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Turtle Geometry: The Computer as a Medium for Exploring Page 4/16

Turtle Geometry: The Computer as a Medium for Exploring Mathematics. By Harold Abelson, Harold Abelson Hal Abelson is Class of 1922 Professor of Computer Science and Engineering at Massachusetts Institute of Technology and a fellow of the IEEE. He is a founding director of Creative Commons, Public Knowledge, and theFree Software Foundation.

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in particular with a strong emphasis on advanced geometry. The book builds on the work of Seymour Papert in Mindstorms is similar to and highly influenced by the logo programming language. The book going through a series of examples and exercises to explain concepts in geometry by encouraging experimentation and exploration.

Turtle geometry: The computer as a medium for exploring ... He is the coauthor of Turtle Geometry: The Computer as a Medium for Exploring Mathematics (MIT Press, 1981). Endorsements A Page 12/16

college-level math text for serious mathematicians and fans of recreational mathematics.

Turtle Geometry | The MIT Press

The unit of distance is the "turtle step," a small distance that depends on the resolution of your computer's screen. (Generally, one turtle step is the smallest line your computer can draw. This is slightly oversimplified, though, because that smallest distance may be different in different directions.

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vol 1 ch 10: Turtle Geometry Turtle geometry. (The MIT Press series in artificial intelligence) Includes index. 1. Geometry-Study and teaching. 2. Computer assisted instruction. I. DiSessa, Andrea, joint author. ll. Title. ID. Series: MIT Press series in artificial intelligence. QA462.A23 1981 ISBN 0-262-01063-1 516'.007'8 80-25620

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