

Turtle Geometry Computer As A Medium For Exploring Mathematics Author Harold Abelson Jul 1986

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~~Turtle Geometry: The Computer as a Medium for Exploring~~

~~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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~~Turtle Geometry: The Computer as a Medium for Exploring Mathematics Artificial Intelligence Series MIT Press series in artificial intelligence: Authors: Harold Abelson, Andrea A. DiSessa: Edition:...~~

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~~Turtle geometry is a book by Hal Abelson and Andrea diSessa that is a textbook on advanced concepts in explorations of mathematics more generally and geometry 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). EndorsementsA 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.~~

~~Computer Science Logo Style vol 1 ch 40: 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. II. 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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~~10 Turtle Geometry turtle but word, turtle 179 A Review, or a Brief Introduction Logo is best known as the language that introduced the as a tool for computer graphics.~~

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