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

Turtle Geometry: The Computer as a Medium for Exploring Mathematics (Mit Press Series in Artificial Intelligence): Amazon.co.uk: Harold Abelson, Andrea A. DiSessa: 9780262510370: Books. £ 32.39.

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

Andrea diSessa Andrea diSessa is Chancellor's Professor in the Graduate School of Education at the University of California, Berkeley, and a member of the National Academy of Education. He is the coauthor of Turtle Geometry: The Computer as a Medium for Exploring Mathematics (MIT Press, 1981).

Turtle Geometry | The MIT Press

Turtle geometry: The computer as a medium for exploring mathematics. Turtle Geometry presents an innovative program of mathematical discovery that demonstrates how the effective use of personal computers can profoundly change the nature of a student's contact with mathematics. Using this book and a few simple computer programs, students can explore the properties of space by following an imaginary turtle across the screen.

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Turtle geometry: The computer as a medium for exploring ...

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 ...

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`turtle.circle (radius, extent=None, steps=None)` ¶ Parameters. radius – a number. extent – a number (or None). steps – an integer (or None). Draw a circle with given radius. The center is radius units left of the turtle; extent – an angle – determines which part of the circle is drawn. If extent is not given, draw the entire circle. If extent is not a full circle, one endpoint of the ...

turtle — Turtle graphics — Python 3.9.0 documentation

Turtle geometry works somewhat differently from (x,y) addressed Cartesian geometry, being primarily vector-based (i.e. relative direction and distance from a starting point) in comparison to coordinate-addressed systems such as PostScript. As a practical matter, the use of turtle geometry instead of a more traditional model mimics the actual movement logic of the turtle robot.

Turtle graphics - Wikipedia

The turtle migrated to the computer screen where it lives as a graphics object. Viewing the screen is like looking down on the mechanical turtle from above. ... Turtle geometry was not intended to be a replacement for traditional geometry but rather, as an alternative entry point into geometry and mathematics in general. It is appropriate for ...

A Logo Primer - MIT Media Lab

Logo is an educational programming language, designed in 1967 by Wally Feurzeig, Seymour Papert, and Cynthia Solomon. Logo is not an acronym: the name was coined by Feurzeig while he was at Bolt, Beranek and Newman, and derives from the Greek logos, meaning word or thought.. A general-purpose language, Logo is widely known for its use of turtle graphics, in which commands for movement and ...

