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Turtle Geometry-Harold Abelson 1986 Turtle Geometry presents an innovative program of mathematical discovery thatdemonstrates how the effective use of personal computers can profoundly change the nature of astudent's contact with mathematics. Using this book and a few simple computer programs, students canexplore the properties of space by following an imaginary turtle across the screen.The concept ofturtle geometry grew out of the Logo Group at MIT. Directed by Seymour Papert, author of Mindstorms,this group has done extensive work with preschool children, high school students and universityundergraduates. Harold Abelson is an associate professor in the Department of Electrical Engineeringand Computer Science at MIT. Andrea diSessa is an associate professor in the Graduate School ofEducation, University of California, Berkeley.

Computer Science Logo Style: Symbolic computing-Brian Harvey 1997 Available separately, or as a 3 volume set, Brian Harvey's course on LOGO programming is now in its 2nd edition. The first 2 volumes have been redesigned so that case examples appear with the programming techniques they demonstrate.

An Integrated Introduction to Computer Graphics and Geometric Modeling-Ronald Goldman 2009-07-14 Taking a novel, more appealing approach than current texts, An Integrated Introduction to Computer Graphics and Geometric Modeling focuses on graphics, modeling, and mathematical methods, including ray tracing, polygon shading, radiosity, fractals, freeform curves and surfaces, vector methods, and transformation techniques. The author begins with fractals, rather than the typical line-drawing algorithms found in many standard texts. He also brings the turtle back from obscurity to introduce several major concepts in computer graphics. Supplying the mathematical foundations, the book covers linear algebra topics, such as vector geometry and algebra, affine and projective spaces, affine maps, projective transformations, matrices, and quaternions. The main graphics areas explored include reflection and refraction, recursive ray tracing, radiosity, illumination models, polygon shading, and hidden surface procedures. The book also discusses geometric modeling, including planes, polygons, spheres, quadrics, algebraic and parametric curves and surfaces, constructive solid geometry, boundary files, octrees, interpolation, approximation, Bezier and B-spline methods, fractal algorithms, and subdivision techniques. Making the material accessible and relevant for years to come, the text avoids descriptions of current graphics hardware and special programming languages. Instead, it presents graphics algorithms based on well-established physical models of light and cogent mathematical methods.

Mindstorms-Seymour A. Papert 2020-10-06 In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

Turtles, Termites, and Traffic Jams-Mitchel Resnick 1997 "A Bradford book." Includes bibliographical references (p. [157]-163).

Exploring Geometry, Second Edition-Michael Hvidsten 2016-12-08 This text promotes student engagement with the beautiful ideas of geometry. Every major concept is introduced in its historical context and connects the idea with real-life. A system of experimentation followed by rigorous explanation and proof is central. Exploratory projects play an integral role in this text. Students develop a better sense of how to prove a result and visualize connections between statements, making these connections real. They develop the intuition needed to conjecture a theorem and devise a proof of what they have observed.

Changing Minds-Andrea A. DiSessa 2001 How computer technology can transform science education for children.

3D Computer Graphics-Samuel R. Buss 2003-05-19 This textbook, first published in 2003, emphasises the fundamentals and the mathematics underlying computer graphics. The minimal prerequisites, a basic knowledge of calculus and vectors plus some programming experience in C or C++, make the book suitable for self study or for use as an advanced undergraduate or introductory graduate text. The author gives a thorough treatment of transformations and viewing, lighting and shading models, interpolation and averaging, Bézier curves and B-splines, ray tracing and radiosity, and intersection testing with rays. Additional topics, covered in less depth, include texture mapping and colour theory. The book covers some aspects of animation, including quaternions, orientation, and inverse kinematics, and includes source code for a Ray Tracing software package. The book is intended for use along with any OpenGL programming book, but the crucial features of OpenGL are briefly covered to help readers get up to speed. Accompanying software is available freely from the book's web site.

An Integrated Introduction to Computer Graphics and Geometric Modeling-Ronald Goldman 2009-07-14 Taking a novel, more appealing approach than current texts, An Integrated Introduction to Computer Graphics and Geometric Modeling focuses on graphics, modeling, and mathematical methods, including ray tracing, polygon shading, radiosity, fractals, freeform curves and surfaces, vector methods, and transformation techniques. The author begins with fractals, rather than the typical line-drawing algorithms found in many standard texts. He also brings the turtle back from obscurity to introduce several major concepts in computer graphics. Supplying the mathematical foundations, the book covers linear algebra topics, such as vector geometry and algebra, affine and projective spaces, affine maps, projective transformations, matrices, and quaternions. The main graphics areas explored include reflection and refraction, recursive ray tracing, radiosity, illumination models, polygon shading, and hidden surface procedures. The book also discusses geometric modeling, including planes, polygons, spheres, quadrics, algebraic and parametric curves and surfaces, constructive solid geometry, boundary files, octrees, interpolation, approximation, Bezier and B-spline methods, fractal algorithms, and subdivision techniques. Making the material accessible and relevant for years to come, the text avoids descriptions of current graphics hardware and special programming languages. Instead, it presents graphics algorithms based on well-established physical models of light and cogent mathematical methods.

Python for Kids-Jason R. Briggs 2013 Introduces the basics of the Python programming language, covering how to use data structures, organize and reuse code, draw shapes and patterns with turtle, and create games and animations with tkinter.

The Turtle Mound Murder-Mary Clay 2003-01 Rebecca, a recent divorcâee, goes with her best friends Penny Sue and Ruthie to New Smyrna Beach, but when the women become suspects in the murder of a Turtle Patrol opponent, they must hunt for the real killer in order to clear their names.

The Algorithmic Beauty of Plants-Przemyslaw Prusinkiewicz 2012-12-06 Now available in an affordable softcover edition, this classic in Springer's acclaimed Virtual Laboratory series is the first comprehensive account of the computer simulation of plant development. 150 illustrations, one third of them in colour, vividly demonstrate the spectacular results of the algorithms used to model plant shapes and developmental processes. The latest in computer-generated images allow us to look at plants growing, self-replicating, responding to external factors and even mutating, without becoming entangled in the underlying mathematical formulae involved. The authors place particular emphasis on Lindenmayer systems - a notion conceived by one of the authors, Aristid Lindenmayer, and internationally recognised for its exceptional elegance in modelling biological phenomena. Nonetheless, the two authors take great care to present a survey of alternative methods for plant modelling.

Computer Assisted Learning in Physics Education-Alfred Bork 2013-09-11 Computer Assisted Learning in Physics Education focuses on the use of computers in learning physics. Organized into six chapters, the book begins with an explanation of the CONDUIT series in physics. Subsequent chapters focus on physics education with or without computers; a computer-based course in classical mechanics; physics in the Irvine Educational Technology Center; and an electronics course using an intelligent video format. The last chapter addresses computation as a physical and intellectual environment for learning physics. The book will be useful for physics students as an aid in the use of computers in this field.

Processing Inaccurate Information-David N. Rapp 2014-08-22 Our lives revolve around the acquisition of information. Sometimes the information we acquirefrom other people, from books, or from the medi -- is wrong. Studies show that people rely on such misinformation, sometimes even when they are aware that the information is inaccurate or invalid. And yet investigations of learning and knowledge acquisition largely ignore encounters with this sort of problematic material. This volume fills the gap, offering theoretical and empirical perspectives on the processing of misinformation and its consequences. The contributors, from cognitive science and education science, provide analyses that represent a variety of methodologies, theoretical orientations, and fields of expertise. The chapters describe the behavioral consequences of relying on misinformation and outline possible remediations; discuss the cognitive activities that underlie encounters with inaccuracies, investigating why reliance occurs so readily; present theoretical and philosophical considerations of the nature of inaccuracies; and offer formal, empirically driven frameworks that detail when and how inaccuracies will lead to comprehension difficulties.ContributorsContributorsPeter Afflerbach, Patricia A. Alexander, Jessica J. Andrews, Peter Baggetta, Jason L. G. Braasch, Ivar Bråten, M. Anne Britt, Rainer Bromme, Luke A. Buckland, Clark A. Chinn, Byeong-Young Cho, Sidney K. D'Mello, Andrea A. diSessa, Ullrich K. H. Ecker, Arthur C. Graesser, Douglas J. Hacker, Brenda Hannon, Xiangen Hu, Maj-Britt Isberner, Koto Ishiwa, Matthew E. Jacovina, Panayiota Kendeou, Jong-Yun Kim, Stephan Lewandowsky, Elizabeth J. Marsh, Ruth Mayo, Keith K. Millis, Edward J. O'Brien, Herre van Oostendorp, José Otero, David N. Rapp, Tobias Richter, Ronald W. Rinehart, Yaacov Schul, Colleen M. Seifert, Marc Stadtler, Brent Steffens, Helge I. Strømsø, Briony Swire, Sharda Umanath

Mathographics-Robert A. Dixon 1987 Stimulating, unique book explores the possibilities of mathematical drawing through compass constructions and computer graphics. Over 100 full-page drawings demonstrate possibilities: five-point egg, golden ratio, 17-gon, plughole vortex, blancmange curve, pentasnow, turtle geometry, many more. Exercises (with answers). "A wealth of intriguing and lovely ideas." — Information Technology & Learning.

Mathematics for Computer Graphics-John Vince 2005-12-27 This is a concise and informal introductory book on the mathematical concepts that underpin computer graphics. The author, John Vince, makes the concepts easy to understand, enabling non-experts to come to terms with computer animation work. The book complements the author's other works and is written in the same accessible and easy-to-read style. It is also a useful reference book for programmers working in the field of computer graphics, virtual reality, computer animation, as well as students on digital media courses, and even mathematics courses.

Counting with Princess Simona and Tiny Timmy Turtle-Jon Perry 2012-08-01 Teach children their numbers with a fun story about Princess Simona and Tiny Timmy Turtle. Plus this book is a card, a coloring book, and a drawing book.

Gödel, Escher, Bach-Douglas R. Hofstadter 2000 'What is a self and how can a self come out of inanimate matter?' This is the riddle that drove Douglas Hofstadter to write this extraordinary book. In order to impart his original and personal view on the core mystery of human existence - our intangible sensation of 'I'-ness - Hofstadter defines the playful yet seemingly paradoxical notion of 'strange loop', and explicates this idea using analogies from many disciplines.

What the Turtle Told Her Children-Valerie Vancampen 2013-11-22 Zoe and Zachary Jameson are fourteen-year-old twins who live with their parents and older brother Justin on the Allegheny Reservation of the Seneca Nation in Western New York State. They are children of two cultures, struggling to find their place in the modern world while honoring the traditions of their Native American ancestors. About to begin their summer vacation from school, they prepare for long, hot days of chores, sports, and family gatherings. Every year, it's the same thing, there's never anything new happening. Then their cousin Heather gives them some exciting news. Their eccentric Aunt Fawn is coming for a visit! A story teller, Aunt Fawn always brings fun and a bit of mischief into everyone's lives. Join the twins as they travel, listening to Aunt Fawn's tales of local ghosts, monsters, and other legends.

LEARNING WITH PYTHON.-ALLEN. DOWNEY 2015

Intelligent Educational Machines-Mario Neto Borges 2007-01-04 This book presents recent advances in intelligent educational machines. It will be of particular interest to engineers, researchers, and graduate students in Computational Intelligence.

JavaScript Professional Programming Made Easy-Sam Key 2015-03-17 JavaScript Professional Programming Made Easy 2nd Edition: Expert JavaScripts Programming Language Success in a Day for Any Computer User! Looking to take your programming to the next level? Need the basics fast and become a pro right after! Want all the coding tools needed to be the best at JavaScript? HTML, CSS and JavaScript all in one! Don't know your JavaScript Statements? How about basic Syntax? Or Functions and Events? Tired of all those technical books that make programming seem impossible? Well stop stressing! And start JavaScript Programming now and turn basic into professional with one click! Purchase now your copy!

Perspectives on the Teaching of Geometry for the 21st Century-C. Mammana 2012-12-06 In recent years geometry seems to have lost large parts of its former central position in mathematics teaching in most countries. However, new trends have begun to counteract this tendency. There is an increasing awareness that geometry plays a key role in mathematics and learning mathematics. Although geometry has been eclipsed in the mathematics curriculum, research in geometry has blossomed as new ideas have arisen from inside mathematics and other disciplines, including computer science. Due to reassessment of the role of geometry, mathematics educators and mathematicians face new challenges. In the present ICMI study, the whole spectrum of teaching and learning of geometry is analysed. Experts from all over the world took part in this study, which was conducted on the basis of recent international research, case studies, and reports on actual school practice. This book will be of particular interest to mathematics educators and mathematicians who are involved in the teaching of geometry at all educational levels, as well as to researchers in mathematics education.

Turtle Island-Dave Henry 2017-03-16 Sixteen-year-old Max and 10-year-old Tessa were fully prepared for another horrible summer vacation. While they always hoped to go somewhere fun like Disney World or Universal Studios, they usually went somewhere weird and cheap that their father, former boy bander Don Masters, found in an ad in a truck stop coupon magazine. But this year was different. Where they went couldn't be found on any map or in any truck stop coupon book. They passed through a portal to a place called Turtle Island, an alternate version of America that diverged from our history before the pilgrims landed at Plymouth Rock. It was there where they met world famous action movie star Jordie Paine -- star of such films as I Plan to Kill You Now and the sequel, I Plan to Kill You Now, Too, the ninja film, Chuck Butcher: Sword Wielding Jackal, as well as the light-hearted romp, Harry Hinklehoffer and the Giant Dancing Toad of East Nebraska -- who would be their guide in this strange new world. Jordie, they later learned, brought the Masters family to Turtle Island for a very specific reason. Because they look just like the ruthless first family of Turtle Island, the Masters are pawns in a coup to overthrow the dictator. But things don't go as planned and the Masters wind up in the Survival Games, Turtle Island's national pastime/system of justice where criminals competitors, or crimpetitors, compete for their freedom. In this scifi comedy, the stakes are very simple -- if they win, they rule, if they lose, they must suffer the consequences.

TUGboat- 1980

Rare Earths-Burt Webb 2012-04-01 Two stolen Pakistani nuclear bombs, a conspiracy to manipulate the global market in rare earths and a plot to assassinate the President of the United States. It's going to be a busy week for Ali Monpour, special investigator for the National Security Advisor.Rare Earths is a fast-paced political thriller ripped from today's headlines! Action and intrigue intertwine from the deserts of Balochistan to the halls of power in Washington, D.C.

Snazzy Nevil's Turtle-neck Jumper-Ari Shaw 2017-03-09 Snazzy Nevil The Tassie Devil has lost his favourite turtle-neck jumper. Join him on an adventure meeting other animals across the world, and up, and down, as he searches for where it has gone. The Tasmanian devil is a small carnivorous marsupial found only in Tasmania, the island state of Australia. They are unfortunately suffering from a facial tumor sickness that is drastically reducing the population. To help the devils, twenty-five percent of all profits from the sale of "Snazzy Nevil's Turtle-neck Jumper" will go to the appeal that is helping fund research and hopefully a cure, so we can keep the iconic little critters around for longer.

Geometry with Geometry Explorer-Michael Hvidsten 2005 Geometry with Geometry Explorer combines a discovery-based geometry text with powerful integrated geometry software. This combination allows for the deep exploration of topics that would be impossible without well-integrated technology, such as hyperbolic geometry, and encourages the kind of experimentation and self-discovery needed for students to develop a natural intuition for various topics in geometry..

The Nature of Risk-David X. Martin 2012-07-01 The Nature of Risk is a short, beautifully illustrated and easy-to-understand book written to help readers face one of modern life's most important and difficult tasks—confronting risk. Free of complicated theories or formulas, The Nature of Risk relies instead on a simple story featuring a cast of familiar, forest-dwelling animals, each of which embodies a different approach to risk management. At least one of these approaches will seem familiar to every reader—whether they knew they had an approach to risk management or not. Then, as the story unfolds, the strengths and weaknesses of each approach will be revealed through a series of "natural" tests. Finally, at the conclusion of the story, readers will come to a short review section designed to help them frame their first attempts at managing risk—with or without professional help.

Piero Della Francesca-Naomi Haskell 2008 PIERO DELLA FRANCESCA One of the major artists of the Quattrocento, Piero della Francesca, who died in 1492, turned mathematics and perspective into a mysticism of space and light. Piero's graceful planar geometry was a precursor of Cubism and 20th century abstraction. Naomi Haskell concentrates on Piero's series of monumental Madonnas, the magnificent Madonna della Misericordia and the mysterious pregnant Goddess, the Madonna del Parto, also his Arezzo fresco cycle, the Resurrection, and the enigmatic Flagellation. Piero della Francesca has one of the most special and distinctive forms of space in painting. The bright, timeless spaces of Piero della Francesca are instantly recognizable, and critics sometimes evoke Greek sculpture in connection with Piero s paintings. One might also see in his hermetic, ritualized and timeless paintings the art of Chinese landscape painting, with its evocations of emptiness, which hints at the radical void of Eastern mysticism (in Zen Buddhism and Taoism). Piero s hypnotic art coolly melds science with art, space with spirit, the personal with the cosmic, and history, myth and religion with time. Like the art of ancient Greece, Piero s paintings rejoice in eternal brilliance, an architectonic precision, a Classical feeling for proportion and harmony. In Piero della Francesca s epoch, perspective, proportion and geometry attained a fetishistic quality. Seeing was theory-laden as Michael Baxandall put it. Piero s sense of mathematics and perspective took in commercial arithemetic on the one hand, and the transcendent purity of the Pythagorean solids on the other. For Piero dela Francesca, geometry, proportion, perspective and mathematics had a magical quality. His art exalts, on one level, a jouissance of mathematics and measurement, in which the science of Renaissance perspective is joyously explored. Piero seemed to learn towards the cool, impersonal, impassive scientific inquiry of Aristotlean philosophy, rather than the more sensuous, more obviously mystical aspects of Platonic philosophy. Bibliography, notes, illustrations."

Technology Shoppers Guide-Adam Gregory Koch 2015-06-14 Do you shop for Cell Phones, Laptop Computers, PC's, and or Tables and don't always know wht to buy or how to get the most out of your budget? This book is written with you in mind! You never again need to be frustrated or confused when shopping for technology with this crash course in everything you should be looking for when shopping for these kinds of products! "Caveat Emptor" is Latin for "Let the Buyer Beware". It represents the fact that companies who do not deserve to remain in business for selling inferior goods, prey on customers who do not know these goods are inferior. This book aims to solve that problem b making YOU, the buyer, "be aware" saving you time, trouble, and even money! Through the pages of this book, you will learn about the specifications these devices all have and that are not always presented to you at the time you make your buying decision. A device is only as good as it's hardware and features, yet the average person knows little about what is actually inside their phone, computer, or tablet. Even experienced technology people such as myself, discover there are things we just take for granted and do not even consider when buying things. Manufacturers and big box stores aren't interested in educating the public about technology. The less you know the easier it is to sell you overpriced goods that under perform. It is time to help put an end to this and help you see devices in a new light. You are going to learn that touch screens are not all made equal. You are going to learn about processors and memory so that you don't have to buy another phone only to find that it too slow and freezing up on you every time you try doing something. Are you tired of charging your phone every few hours? You are going to learn about batteries and battery capacity as well. Everything you should know when going to make your next purchase whether it is for yourself or intended as a gift, is contained in these pages. Think back on everything you have shopped for or were talked into buying in your lifetime... Wouldn't you have liked a book that helped you avoid those purchases which just didn't live up to your expectations? Now, you are looking at just such a book!

Lula Belle-Marcia Wegman 2012-05 The True Story of a Friendly Urban Raccoon - Meet Lula Belle and her four kits living in the yard of an artist who photographed, painted, and wrote about these beautiful and friendly wild creatures. Marcia had many opportunities to observe and interact with these raccoons who have successfully adapted to city living. -- Marcia Wegman is a professional painter living in Iowa City, Iowa. She came to the University of Iowa in 1957 for an MFA in printmaking. She and her former husband created and ran a unique store in downtown Iowa City. Things & Things & Things, for thirty-four years before closing it when they both became full time professional artists. When Marcia became friends with Lula Belle and was able to take close-up photographs of this beautiful wild raccoon, she decided to do a few pastel paintings of her. Then when Lula Belle brought her four babies to meet Marcia, she knew a book was emerging.

Ephaidria-Jim Grieco 2017-02-15 Four clairvoyant Earthlings are summoned to a distant galaxy, to assist an abducted race of humans; struggling to defeat an invasion of astral entities. This epic sci-fi/fantasy draws us out of ordinary reality and into multiple worlds of extraterrestrial beauty, fabled history, and life-and-death stakes. Read and be transported.

Windows 10-William Stanek 2016-03-17 A revised and updated edition of the personalized guide to Windows 10 written by technology expert William Stanek. Learn the new Microsoft operating system using this hands-on guide to mastering laptops, tablets, desktops and other computing devices running Windows 10. Whether you are a casual user, an IT professional or just someone who wants to learn how to use the operating system, you can learn everything you need to conquer the essentials by reading this book. Inside, you'll find practical advice and step by step procedures, documented examples and much, much more. One of the goals so concise that this personalized handbook remains compact and easy to navigate while at the same time being packed with as much information as possible. When you start working with Windows 10, you'll see at once that this operating system is visually different from earlier releases of Windows. What won't be readily apparent, however, is just how different-and that's because many of the most significant changes to the operating system are under the surface. These changes affect the underlying architecture, not just the interfaces. Click Look Inside and discover this hands-on computer handbook. Scroll to the top of the page and select the Buy Now button. Want something for your laptop, tablet, desktop or smart phone? Look also for the ebook edition! Table of Contents Introduction 19 Chapter 1. Getting to Know Windows 10 25 Using Touchscreens 26 Installation Notes 27 Getting Signed In 28 Local Accounts, Domain Accounts, Microsoft Accounts, Oh My! 30 Getting Around the New Desktops 33 Getting Around the New Start Menu 40 Entering and Exiting Tablet Mode 45 Customizing User Accounts 47 Chapter 2. Customizing the Windows 10 Interface 53 Boosting Your Desktop IQ 54 Making the Start Menu Work for You 71 Making the Taskbar Dance 80 Chapter 3. Personalizing the Appearance of Windows 10 91 Customizing Basic Interfaces 92 Optimizing Backgrounds, Themes and More 102 Chapter 4. Customizing Boot, Startup, and Power Options 141 Customizing Your Computer's Firmware Interface 141 Getting Firmware and Power Management Information 155 Customizing Startup and Boot Configuration 157 Resolving Restart or Shutdown Issues 182 Chapter 5. Organizing, Searching, and Indexing 187 Exploring Your Computer in New Ways 187 Customizing File Explorer 201 Searching and Indexing Your Computer 213 Fine-Tuning Windows Search 217 Indexing Your Computer 238 Chapter 6. Managing Your Apps 247 Working with Desktop Apps 247 Installing Desktop Programs 255 Managing Desktop Programs and Features 268 Managing Currently Running Apps, Programs and Processes 281 Chapter 7. Tracking System Performance and Health 285 Getting to Know Your Computer's Hardware 285 Checking Current Performance Levels 291 Event Logging and Viewing 302 Chapter 8. Analyzing and Logging Performance 309 Resolving Failures and Reliability Issues 309 Recording and Analyzing Performance Data 327 Chapter 9. Optimizing Performance Tips and Techniques 341 Optimizing Power Management Settings for Performance 341 Maintaining Performance with Updates 353 Optimizing Performance: Final Tune-up Suggestions 358 Automating Maintenance 372 Index 377 About the Author 387

Windows on Mathematical Meanings-Richard Noss 2012-12-06 This book challenges some of the conventional wisdoms on the learning of mathematics. The authors use the computer as a window onto mathematical meaning-making. The pivot of their theory is the idea of webbing, which explains how someone struggling with a new mathematical idea can draw on supportive knowledge, and reconciles the individual's role in mathematical learning with the part played by epistemological, social and cultural forces.

Visualization in Human-Computer Interaction-Peter Gorny 1990-07-10 This volume presents a selection of the contributions to the 7th Workshop on Informatics and Psychology, held in May 1988 in Austria. The theme of the workshop was visualization in human-computer interaction.

Computers and Mathematics-David Alexander Smith 1988

Unobstructed Shortest Paths in Polyhedral Environments-Varol Akman 1987-03-11 The first examination of the cervical spine is always made using standard radiographs and, often enough, this suffices as a basis for diagnosis. Malformations, tumours, and more frequently traumas, rheumatism, and even ordinary neck pain require radiological examination of the spine. Interpretation, however, is difficult. Take a cervical vertebra in your hand and you will see that it is complex enough itself. In radiology the overlapping pieces of bone, summation phenomena and the diversity of viewing angles complicate interpretation of the images still further. The book by J.-F. Bonneville and F. Cattin suggests an original method of reading the radiographs, strict but very attractive, which considerably simplifies the interpretation of images of the cervical spine. This book shows that two- or threedimensional computed tomograms accompany standard radiographs as an excellent aid to comprehension. It is as though the reader had access to each part of the bony anatomy shown in the radiographs and from then on everything becomes easy, superimpositions disappear, traps become visible, anatomy triumphs, the image lives.

The Many Grape-Joseph Picard 2017-05-27 Joseph Picard's second book inspired by the packing slips on meals he received while hospitalized. I TOLD you not to buy the last book. You only had to wait two years for me to get tossed into the hospital again. Now it's more than twice as big... ...get your mind out of the gutter. This book is 98% family-friendly. 95%. Find your firm sausage and tea-bagging jokes elsewhere, you depraved fiend. The One Grapes was kind of short, as books go, and the whole thing is a part of this book. Then, a second, longer stay in the hospital spawned more inane doodles and ramblings to more than double the size. Join in as Joseph survives the slings and arrows of bland and boring, longing for such exotic things as salt. Facing practically the same selection of foods as last time, Joseph was well prepared mentally for the onslaught, but didn't think to bring along a salt shaker from home. Or a bottle of hot sauce. Or vodka. The nurses never came through with vodka, despite being asked multiple times a day for over three months. And they call it a hospital. #sad

The Math(s) Fix-Conrad Wolfram 2020 Why are we all taught maths for years of our lives? Does it really empower everyone? Or fail most and disenfranchise many? Is it crucial for the AI age or an obsolete rite of passage? The Math(s) Fix: An Education Blueprint for the AI Age is a groundbreaking book that exposes why maths education is in crisis worldwide and how the only fix is a fundamentally new mainstream subject. It argues that today's maths education is not working to elevate society with modern computation, data science and AI. Instead, students are subjugated to compete with what computers do best, and lose. This is the only book to explain why being "bad at maths" may be as much the subject's fault as the learner's: how a stuck educational ecosystem has students, parents, teachers, schools, employers and policymakers running in the wrong direction to catch up with real-world requirements. But it goes further too"¬,¬"for the first time setting out a completely alternative vision for a core computational school subject to fix the problem and seed more general reformation of education for the AI age.