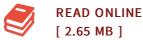




User Manual for the Interactive Geometry Software Cinderella

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Book Condition: New. Publisher/Verlag: Springer, Berlin Cinderella is a unique, technically very sophisticated teachware for geometry. It will be used as a tool by students learning Euclidean, projective, spherical and hyperbolic geometry, as well as in geometric research by scientists. Moreover, it can also serve as an authors' tool to design web pages with interactive constructions or even complete geometry exercises. '2 Introduction.- 2.1 Sample Applications.- 2.1.1 Exact Drawings.- 2.1.2 Geometric Calculator.- 2.1.3 Student Exercises.- 2.2 Design and Features.- 2.3 Technical Background.- 3 A Quick Start.- 3.1 Pappos' Theorem.-3.1.1 Drawing Your First Point. - 3.1.2 Undoing an Operation. -3.1.3 Moving a Point.- 3.1.4 Adding a Line.- 3.1.5 Adding More Lines.- 3.1.6 Creating Points of Intersection.- 3.1.7 Finishing the Drawing.- 3.1.8 Selecting and Changing the Appearance.- 3.1.9 Adding a Final Point and Proving a Theorem.- 3.1.10 Moving Points to Infinity.- 3.2 A Three Bar Linkage.- 3.2.1 Making a Bar.-3.2.2 Adding Two More Bars. - 3.2.3 Moving the Construction. -3.2.4 Starting an Animation.- 3.2.5 Drawing a Locus.- 4 Behind the Scenes.- 4.1 Problems in Interactive Geometry.- 4.1.1 Static Problems.- 4.1.2 Dynamic Problems.- 4.2 Projective Geometry.-4.3 Homogeneous Coordinates.- 4.4 Complex Numbers.- 4.5 Measurements and Complex Numbers.- 4.5.1 Euclidean and Non-euclidean...



Reviews

It is an awesome publication which i actually have ever read through. it had been writtern really properly and valuable. I found out this book from my i and dad recommended this pdf to discover.

-- Doyle Schmeler

This book is definitely not simple to begin on studying but quite fun to see. I actually have read and that i am sure that i will gonna read through yet again once again in the foreseeable future. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- Brennan Koelpin