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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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He is the coauthor of Turtle Geometry: The Computer as a Medium for Exploring Mathematics (MIT Press, 1981). Endorsements A 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

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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 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. 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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