



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...



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