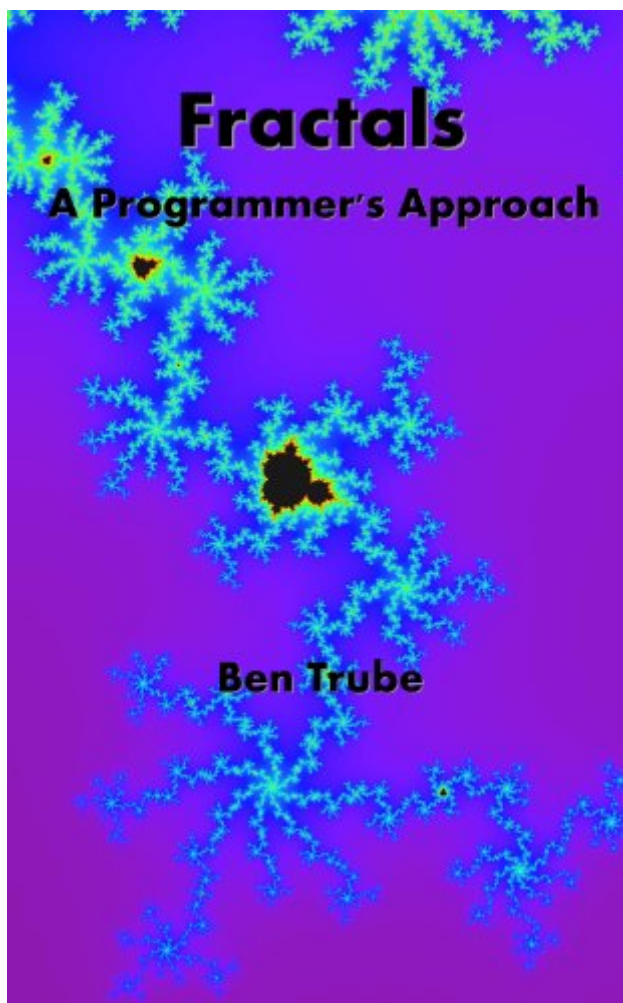


The book was found

Fractals: A Programmer's Approach



Synopsis

Fractals for a new generation! Understand and write your own fractal programs without the heavy math. Step by step programs guide you through such topics as The Chaos Game, Affine Transformations, Turtle Graphics, L-Systems, the Mandelbrot set, and Julia set. Includes hundreds of fractal images, example programs, and detailed explanations of many fractal topics.

Book Information

File Size: 9674 KB

Print Length: 582 pages

Simultaneous Device Usage: Unlimited

Publisher: Ben Trube; 1 edition (July 17, 2013)

Publication Date: July 17, 2013

Sold by: Amazon Digital Services LLC

Language: English

ASIN: B00E9W1W5W

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #583,036 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #9

in Kindle Store > Kindle eBooks > Nonfiction > Science > Mathematics > Geometry & Topology > Non-Euclidean Geometries #37 in Books > Science & Math > Mathematics > Geometry & Topology > Non-Euclidean Geometries #115 in Books > Science & Math > Mathematics > Pure Mathematics > Fractals

Customer Reviews

Excellent programmer's book with easy source code to understand how to actually DO fractals in C. However, a lot in the book is devoted to build SVG vectorial and bitmap outputs and save them on disk which, even if cool, is not at all what I expected from a fractals book, since I only wanted to GENERATE the fractals. Even so, the book is long enough to explain every aspect of fractal building in a computer and the inner workings of doing so. I would have liked some explanations on WHY do fractals appear under such conditions, but I suppose that would be the scope of another book

entirely. Anyway, a little chapter with some explanations on the why and how of fractals in general terms would have made this book almost perfect. (right now, the book teaches you how to build a fractal, but not why are those fractal patterns appearing from pseudo random points for example. It neither explains what makes those specific patterns special over any other possible pattern.) What I really liked is everything is explained in plain c code, not in math notation, which is what I needed :)

If you have stumbled upon this book and you're asking yourself what a Fractal is and considering clicking the back button, please hear me out. I'm no math genius but after purchasing this book I feel as if I might have more knowledge and confidence in what I know. Now I can't say that Fractals are my new hobby, but they are pretty cool. This book is a great beginner's guide to understanding Fractals and if that doesn't interest you then maybe the pretty pictures, as I call them, at the end of the book will. I had no idea that math could create such wonderful art. If you think that you would have the slightest interest in learning something new, then I would highly suggest this book.

If you're as much of a geek as I am, you may have looked at beautiful fractal images and wondered: how do they make those? Wonder no more. If you have a little working knowledge of math and programming, Ben Trube's instructions and enthusiasm will take you the rest of the way. He walks you through each of the programs step by step, and shows you how to tailor them to your own preferences. From the Sierpinski Triangle to the Mandelbrot Set, this book has you covered. Bonus: tons of pretty pictures!

[Download to continue reading...](#)

Fractals: A Programmer's Approach Fractals, Wavelets, and their Applications: Contributions from the International Conference and Workshop on Fractals and Wavelets (Springer Proceedings in Mathematics & Statistics) Fractals in Physics: Proceedings of the Sixth Trieste International Symposium on Fractals in Physics, Ictp, Trieste, Italy, July 9-12, 1985 The Automated Lighting Programmer's Handbook Ada Lovelace, Poet of Science: The First Computer Programmer Ada's Ideas: The Story of Ada Lovelace, the World's First Computer Programmer How Not to Make a Short Film: Secrets from a Sundance Programmer Computer Systems: A Programmer's Perspective (3rd Edition) Getting to Know the Raspberry Pi (Code Power: A Teen Programmer's Guide) Computer Programmer (Careers with Character (Mason Crest)) Getting to Know Scratch (Code Power: A Teen Programmer's Guide) Getting to Know Alice (Code Power: a Teen Programmer's Guide) Getting to Know Ruby (Code Power: A Teen Programmer's Guide) Getting to Know Hackety Hack (Code Power: a Teen Programmer's Guide) Getting to Know Python (Code Power: a

Teen Programmer's Guide) Getting to Know Arduino (Code Power: A Teen Programmer's Guide) Think Like a Programmer: An Introduction to Creative Problem Solving 97 Things Every Programmer Should Know: Collective Wisdom from the Experts The Pragmatic Programmer: From Journeyman to Master Jasmine Fractals: Poems of Urban India

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)