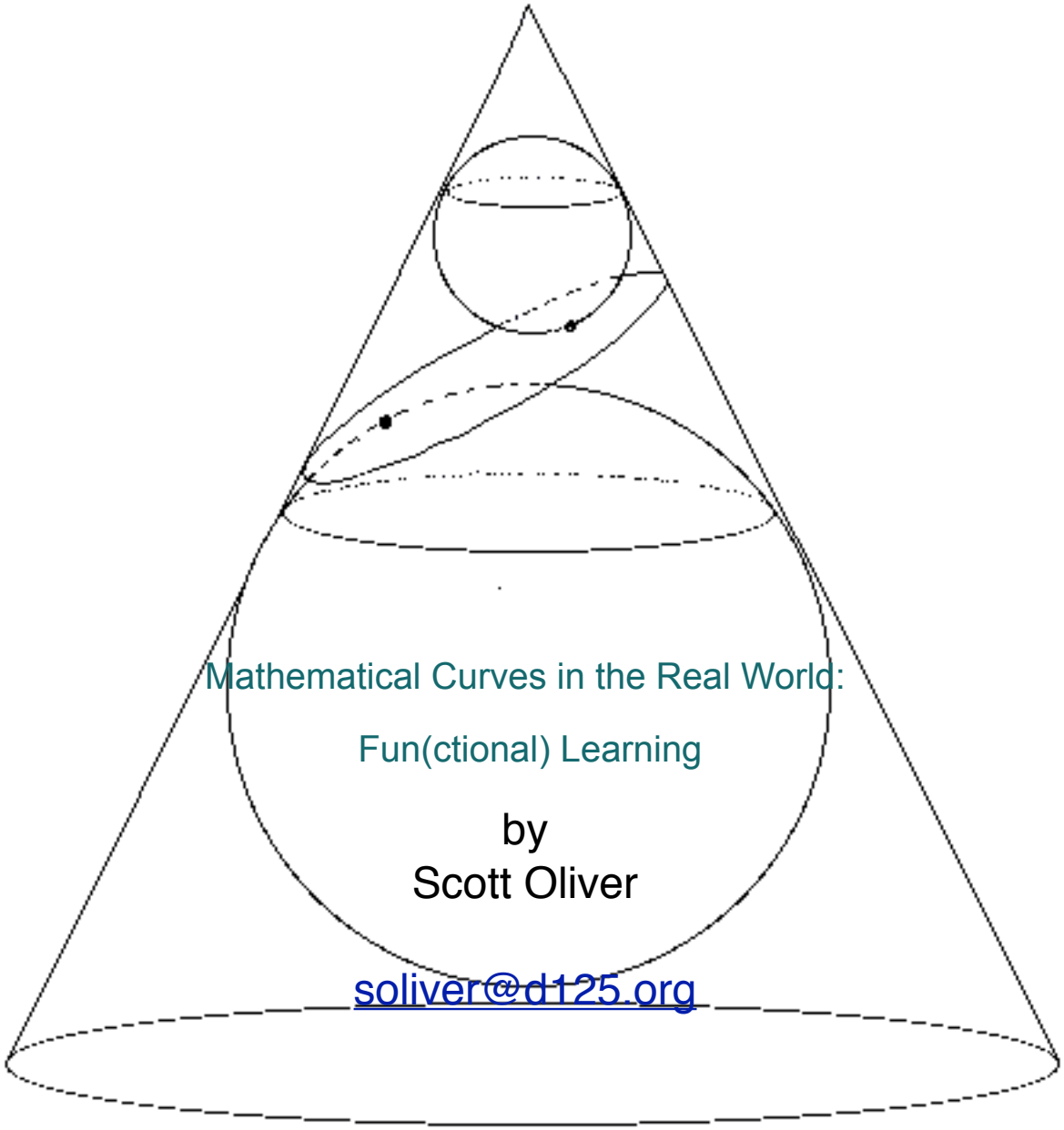

Mathematical Curves in the Real World:

Fun(ctional) Learning

by
Scott Oliver

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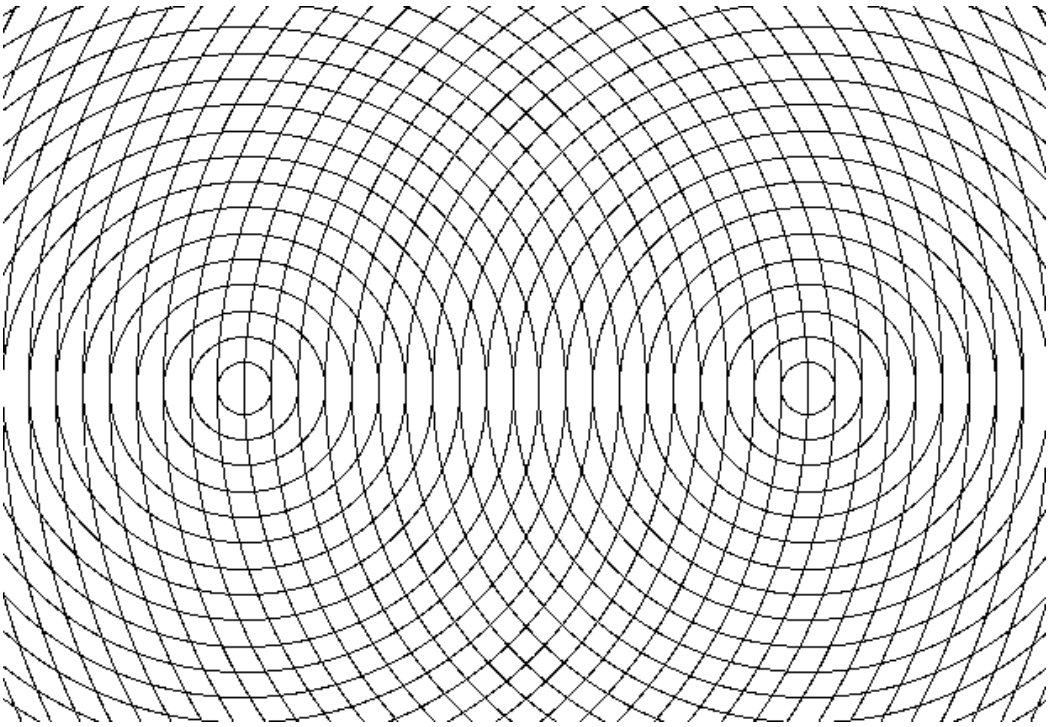
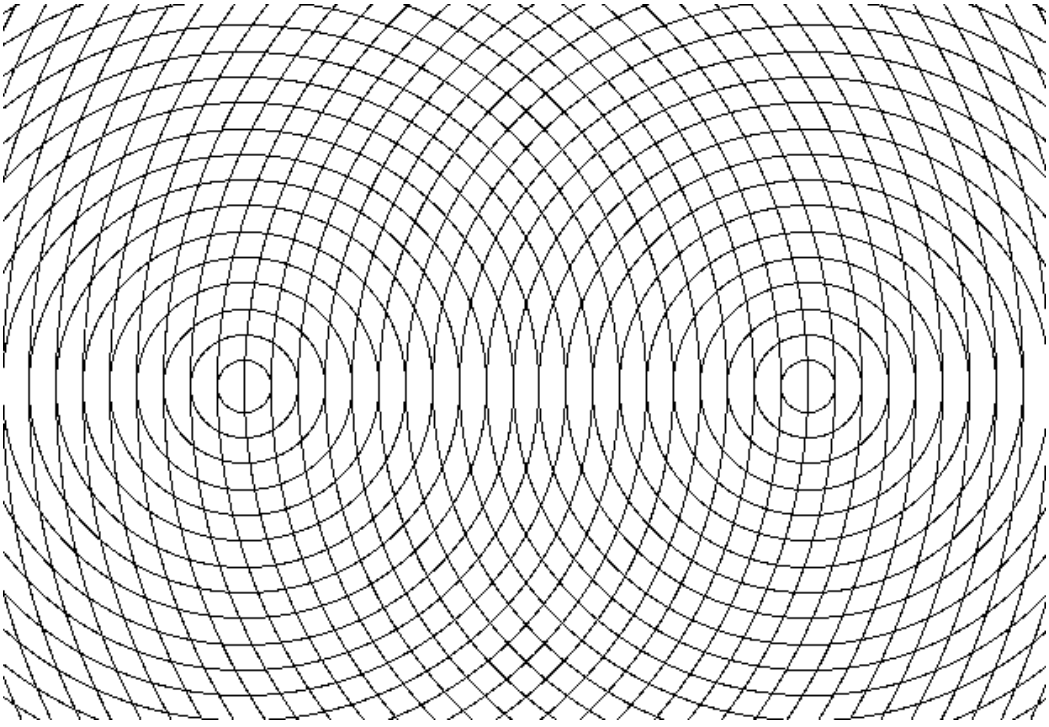
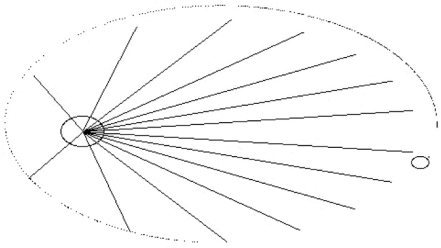




```
REM True BASIC program to illustrate planetary movement
REM Modified from JAVA program written by Kelly Brown
SET WINDOW -100,100,-100,100      ! puts graphics origin in center of screen
BOX CIRCLE -3,3,-5,5              ! Draw Sun
OPTION ANGLE degrees              ! uses degrees - not radians
LET e=.6                          ! eccentricity of ellipse
LET dt=.1                         ! delta time
LET ctr =0
DO
  LET radius= (1-e^2)/(1-e*cos(ang))  ! polar form of ellipse
  LET deltaang= 2*pi*sqr(1-e^2)/radius^2*dt     ! delta ang to match gravitational effects
  LET tim=tim+dt
  LET ctr=ctr+1
  ! IF ang <360 and mod(ctr,40)=0 then PLOT LINES: 0,0;px,py     ! plots equal areas
  LET ang=ang+deltaang
  BOX CLEAR px-2,px+2,py-2,py+2  ! erase old planet
  LET px= 60*radius*cos(ang)
  LET py= 60*radius*sin(ang)
  BOX CIRCLE px-1,px+1,py-1,py+1      ! draw new planet
  PAUSE .001
LOOP until key input              ! loops until a key is pushed
END
```



```
! Wallpaper for the Mind variations
! Original idea from John Connett as described by A.
K. Dewdney
! in "The Armchair Universe", W.H. Freeman and
Company, 1988
! True BASIC program by Scott Oliver

INPUT prompt "what size (horizontal) for screen?":xsize    ! inputs screen dimension
LET ysize = xsize*(460/640)       ! screen resolution is 640x460
SET WINDOW -xsize,xsize,-ysize,ysize   ! puts graphics origin in center of screen
CLEAR
FOR x = -xsize to 0 step 2*xsize/640   ! 640 is horizontal resolution of screen
   FOR y= -ysize to ysize step 2*ysize/460      ! 460 is vertical resolution of screen
      LET fnval= x^2/4 +y^2/1   ! change this line for different functions
      SET COLOR 30*mod(int(fnval),6)      ! # colors set to 256
      PLOT x,y
      PLOT -x,y
   NEXT y
NEXT x
END
```

```
! Draws Hyperboloid by rotating strings
! Written in True BASIC by Scott Oliver
SET WINDOW -20,20,-15,15
OPTION BASE 0
OPTION ANGLE degrees
DIM px(2,60),py(2,60)
LET np =50
SUB init (p)
   LET rad =10
   LET angx=15
   LET ang = 360/np
   FOR i = 0 to np
      LET x = cos(i*ang)*rad
      LET y = sin(i*ang)*rad
      LET px(1,i)= -cos(angx)*x+y
      LET py(1,i)=-sin(angx)*x-10
      LET px(2,i)=-cos(angx)*x+y
      LET py(2,i)=-sin(angx)*x+10
   NEXT i
END SUB
SUB drawc(inc)
   PLOT LINES: -20,0;20,0
   PLOT LINES: 0,-20;0,20
   PLOT LINES: -20*cos(angx),-20*sin(angx);20*cos(angx),20*sin(angx)
   REM draw top and bottom
   set color "black"
   FOR i = 0 to np-1
      PLOT LINES: px(1,i),py(1,i);px(1,i+1),py(1,i+1)
      PLOT LINES: px(2,i),py(2,i);px(2,i+1),py(2,i+1)
   NEXT i
   FOR i = 0 to np-1
      set color 20* mod (i,14)+10
      PLOT LINES: px(1,i),py(1,i);px(2,mod(i+inc,np)),py(2,mod(i+inc,np))
   NEXT i
END SUB
CALL init(p)
FOR inc = 0 to np
   CLEAR
   CALL drawc(inc)
   PAUSE 1
NEXT inc
END
```

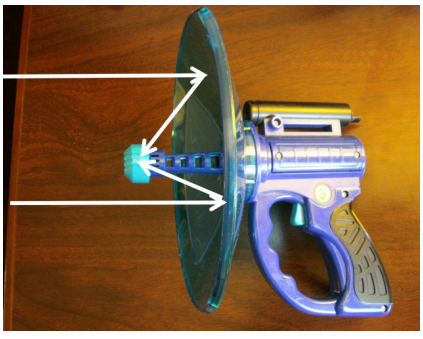
```
!Draws concentric circles
!Written in True BASIC
SET WINDOW -20,20,-15,15
FOR r = 1 to 40
        BOX CIRCLE -10-r,-10+r,-r,r
        BOX CIRCLE 11-r,11+r,-r,r
NEXT r
END
```

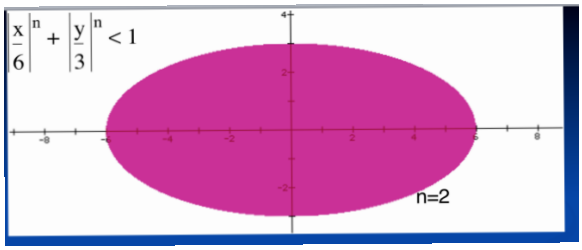
ParabFold

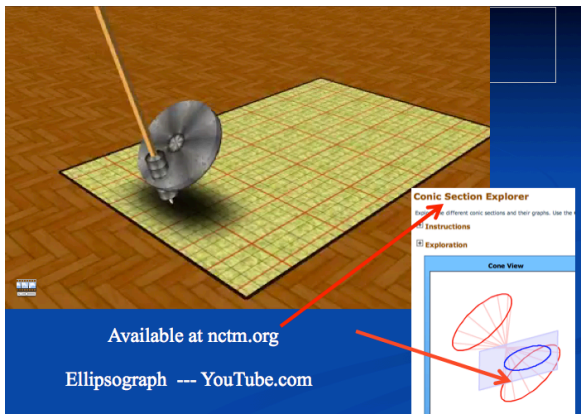
```
AxesOff
FnOff
PlotsOff
-10 -> Xmin
10 -> Xmax
FnOff
ClrDraw
Prompt F
-F-1 -> Ymin
F+7 -> Ymax
Circle(0,F,.2)
Line(-20,-F,20,-F)
Pause
For(X,-6,6,1.0)
-F -> Y
If X=0
Then
500 -> M
Else
-F/X -> M
End
-1/M -> N
X/2 -> P
0 -> Q
-150 -> R
N(R-P)+Q -> S
150 -> T
N(T-P)+Q -> U
Line(R,S,T,U)
End
```

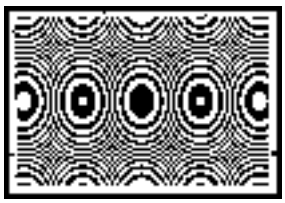
CircleFold

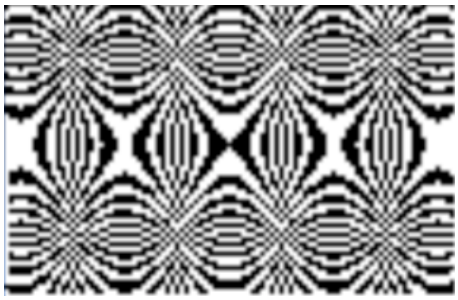
```
AxesOff
FnOff
PlotsOff
ZStandard
ZSquare
ClrDraw
Circle(0,0,8)
Degree
Prompt F
Circle(F,0,.2)
Circle(0,0,.2)
For(D,0,360,10)
cos(D)*8 -> X
sin(D)*8 -> Y
If X=F
Then
500 -> M
Else
Y/(X-F) -> M
End
If M=0
Then
500 -> N
Else
-1/M -> N
End
(X+F)/2 -> P
(Y+0)/2 -> Q
-150 -> R
N(R-P)+Q -> S
150 -> T
N(T-P)+Q -> U
Line(R,S,T,U)
End
```

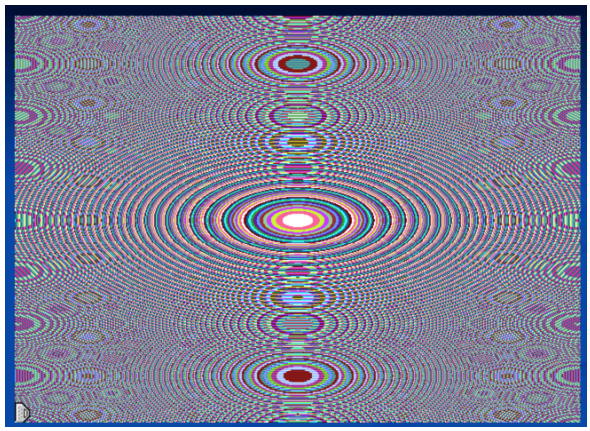










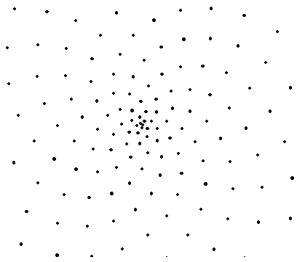


Planets
Degree
.4 -> E
.5 -> D
-1 -> Xmin
1.5 -> Xmax
-1.5 -> Ymin
1.5 -> Ymax
AxesOff
ClrDraw
0 -> A
0 -> T
0 -> C
Pt-On(0,0)
While (A<720)
$(1-E^2)/(1-E\cos((A)$ -> R
$2\pi\sqrt{((1-E^2)/R^2}*D$ -> G
C+1 -> C
A+G -> A
R*cos((A) -> X
R*sin((A) -> Y
Pt-On(X,Y)
If (fPart((C/10)=0)*(A<360)
Line(0,0,X,Y)
End

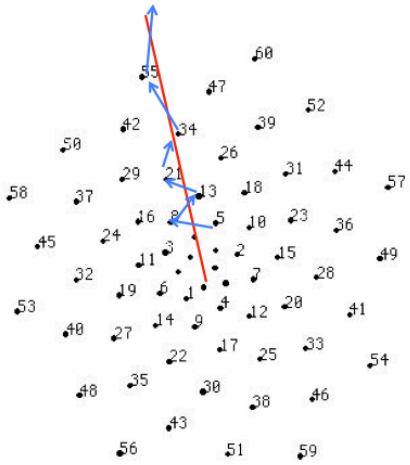
Wallpaper
ClrDraw
AxesOff
FnOff
For(X,Xmin,Xmax,ΔX)
For(Y,Ymin,Ymax,ΔY)
$\text{int}(X^2+Y^2/4)$ -> Z
If int(Z/2)=Z/2
Pt-On(X,Y)
End
End

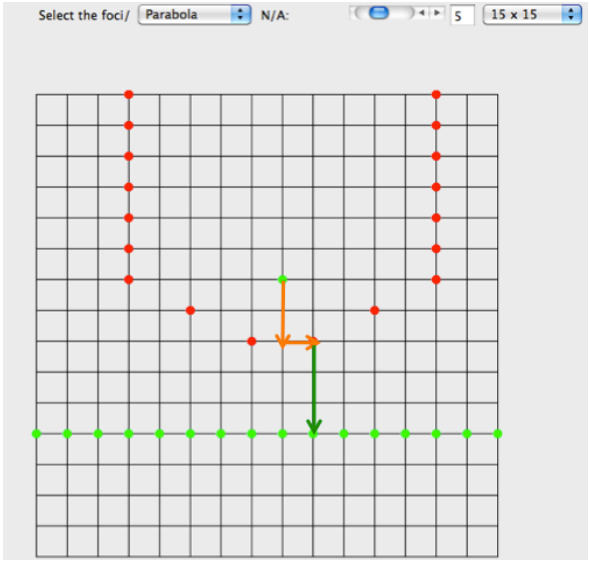
SUNFLOWR

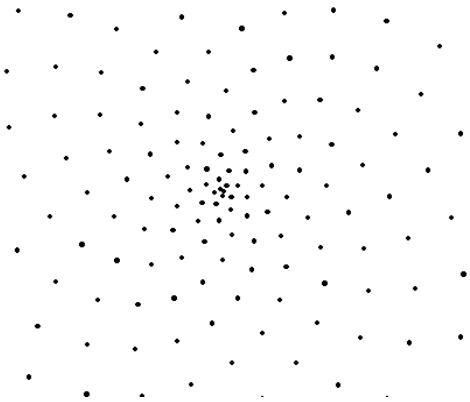
```
ClrDraw
FnOff
PlotsOff
AxesOff
Degree
ZStandard
ZSquare
ClrHome
Input “ANG INC?”,I
Input “RAD INC?”,J
0->A
.1->R
For(B,1,450)
Pt-On(Rcos(A),Rsin(A))
A+I->A
R+J->R
End
```

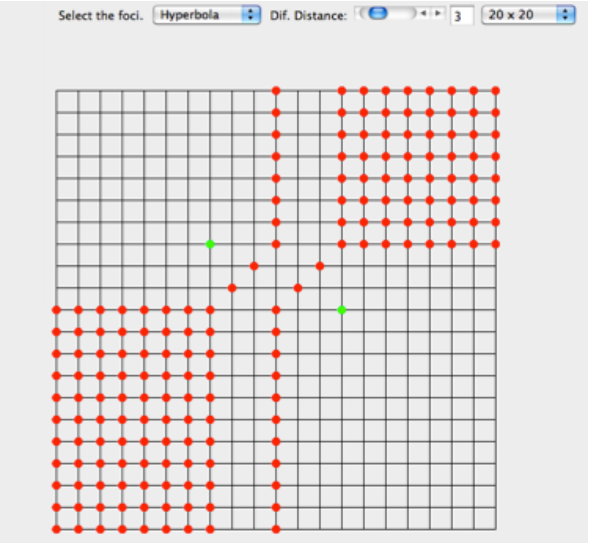


```
ClrDraw
FnOff
ZStandard
ZSquare
{–9,9,9,–9,–9}→L₁
{9,9,–9,–9,9}→L₂
.19→D
For(J,1,99,1)
For(I,1,4,1)
Pt-On(L₁(I),L₂(I))
L₁(I+1)-L₁(I)→A
L₂(I+1)-L₂(I)→B
√(A²+B²)→C
L₁(I)+D/C*A→L₁(I)
L₂(I)+D/C*B→L₂(I)
End
L₁(1)→L₁(5)
L₂(1)→L₂(5)
End
```









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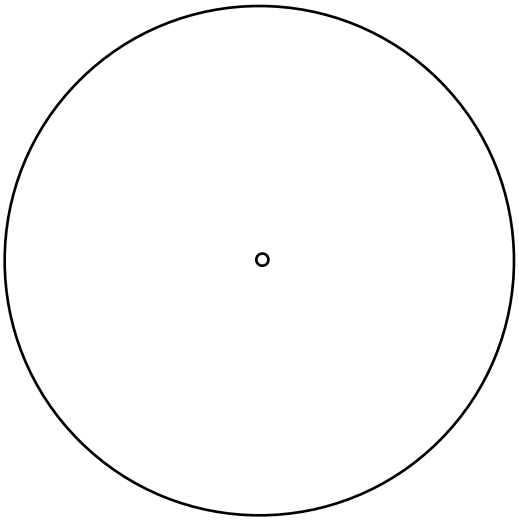
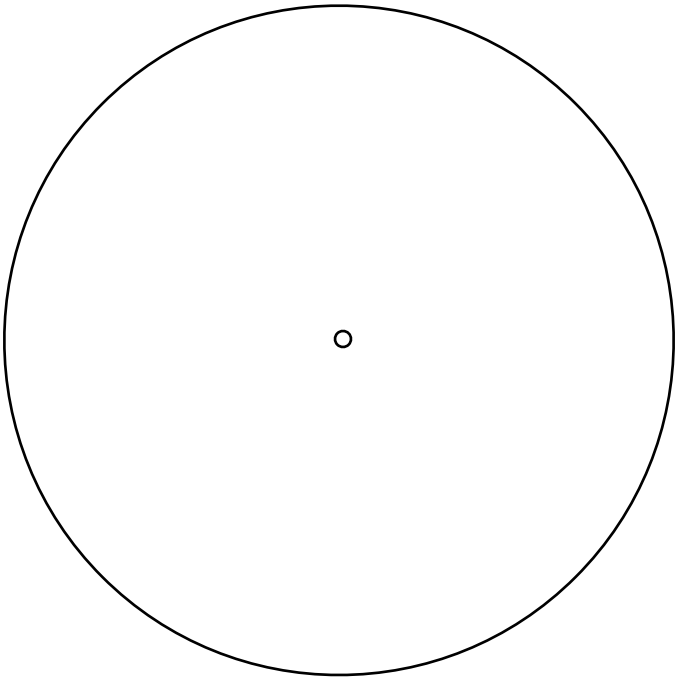
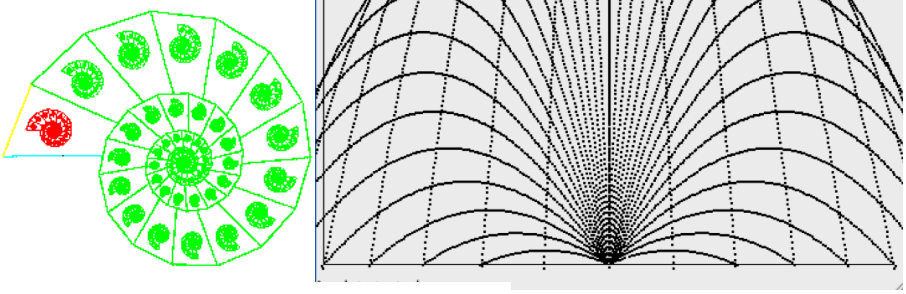
Toysmith 3-D Mirascope

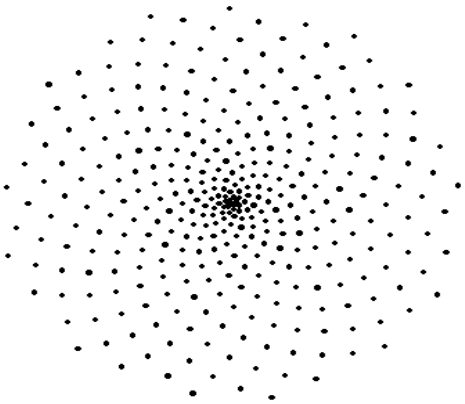
Mirage 3-D Instant Hologram Maker

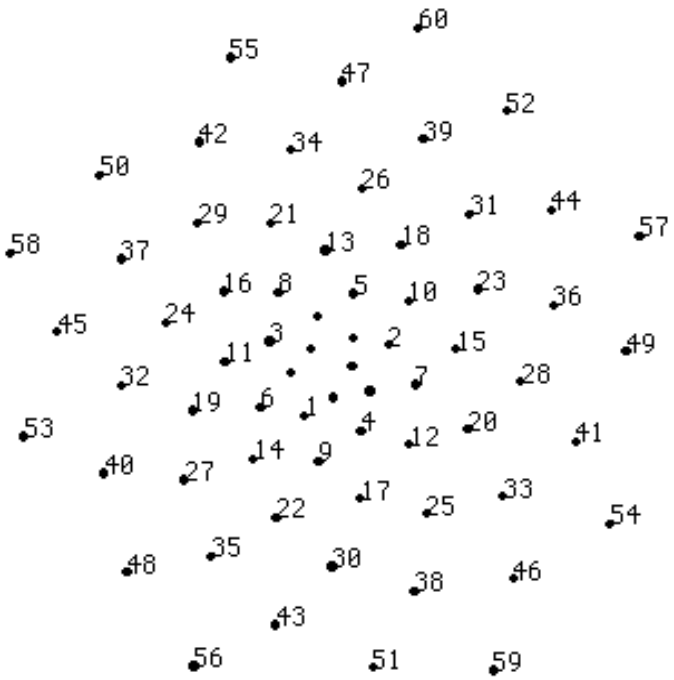
At Youtube.com :
Ellipsograph Hyperbolagraph Parabolagraph Hyperboloidgraph
two circle roller two half circle roller two ellipse roller







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