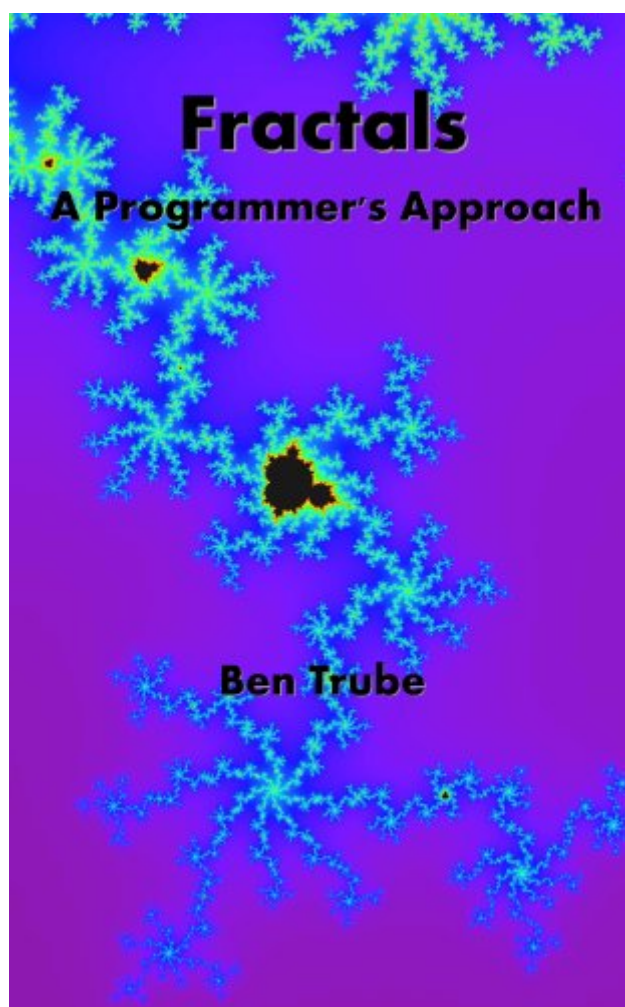# Fractals: A Programmer's Approach

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: Â Digital Services LLC

Language: English

ASIN: B00E9W1W5W

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #589,376 Paid in Kindle Store (See Top 100 Paid in Kindle Store)   #8 inÂ Kindle Store > Kindle eBooks > Nonfiction > Science > Mathematics > Geometry & Topology > Non-Euclidean Geometries   #38 inÂ Books > Science & Math > Mathematics > Geometry & Topology > Non-Euclidean Geometries   #105 inÂ 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 wich, 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 teachs you how to build a fractal, but not why are those fractal patterns apearing 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, wich 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!

Fractals: A Programmer's Approach Professional ASP.NET 2.0 Design: CSS, Themes, and Master Pages (Programmer to Programmer) DB2/Sql: A Professional Programmer's Guide (J Ranade Ibm Series) DB2 for the Cobol Programmer, Part 2 The RenderMan Companion: A Programmer's Guide to Realistic Computer Graphics M68000 8-/16-/32-Bit Microprocessors: Programmer's Reference Manual COBOL and Visual Basic on .NET: A Guide for the Reformed Mainframe Programmer Python Playground: Geeky Projects for the Curious Programmer Programmer's Guide to Internet Mail: SMTP, POP, IMAP, and LDAP (HP Technologies) Conducting the Programmer Job Interview: The IT Manager Guide with Java, J2EE, C, C++, UNIX, PHP and Oracle interview questions! (IT Job Interview series) The Pragmatic Programmer: From Journeyman to Master The Essence of COM: A Programmer's Workbook (3rd Edition) (Microsoft Technology) Developing Windows NT Device Drivers: A Programmer's Handbook Think Like a Programmer: An Introduction to Creative Problem Solving C# 5.0 Programmer's Reference Programmer's Guide to Fortran 90 Digital Visual Fortran Programmer's Guide (HP Technologies) OCA/OCP Java SE 7 Programmer I & II Study

Guide (Exams 1Z0-803 & 1Z0-804) (Certification Press) Loving Common Lisp, or the Savvy Programmer's Secret Weapon Unicode Demystified: A Practical Programmer's Guide to the Encoding Standard

Dmca