

Math Adventures with Python

An Illustrated Guide to Exploring Math with Code

by Peter Farrell

errata updated to print 3

Page	Error	Correction	Print corrected
ix	Installing Processing xxiv	Installing Processing xxiii	Print 2
xxiii	Click File ► New File or press ALT-N , and a file will appear (see Figure 7).	Click File ► New File or press CTRL-N , and a file will appear (see Figure 7).	Print 2
17	URL replacement	If you do a web search for “python turtle,” the first result will probably be the turtle module documentation on the official Python website (https://pytbon.org/).	Print 2
64	<pre>x scl = width / rangex y scl = -height / rangey</pre>	<pre>x scl = width / rangex y scl = height / rangey</pre>	Print 3
129	<pre>>>> u = [1,2] >>> v = [3,4] >>> cAdd(u,v) [6, 4]</pre>	<pre>>>> u = [1,2] >>> v = [3,4] >>> cAdd(u,v) [4, 6]</pre>	Print 2
130	You should get $4 + 6i$, which is the sum of the complex numbers $1 + 2i$ and $3 + 4i$.	You should get $6 + 4i$, which is the sum of the complex numbers $1 + 2i$ and $3 + 4i$.	Print 3
137	<pre>x scl = float(rangex)/width y scl = float(rangey)/height</pre>	<pre>x scl = width/rangex y scl = -height/rangey</pre>	Print 3

Page	Error	Correction	Print corrected
141	<pre>while count <= num: #check for divergence if magnitude(z1) > 2.0: #return the step it diverged on return count #iterate z z1 = cAdd(cMult(z1,z1),c) count += 1</pre>	<pre>while count <= num: #check for divergence if magnitude(z1) > 2.0: #return the step it diverged on return count #iterate z z1 = cAdd(cMult(z1,z1),c) count += 1 return num</pre>	Print 2
189	<pre>if sheep.energy <= 0: sheepList.remove(self)</pre>	<pre>if self.energy <= 0: sheepList.remove(self)</pre>	Print 3