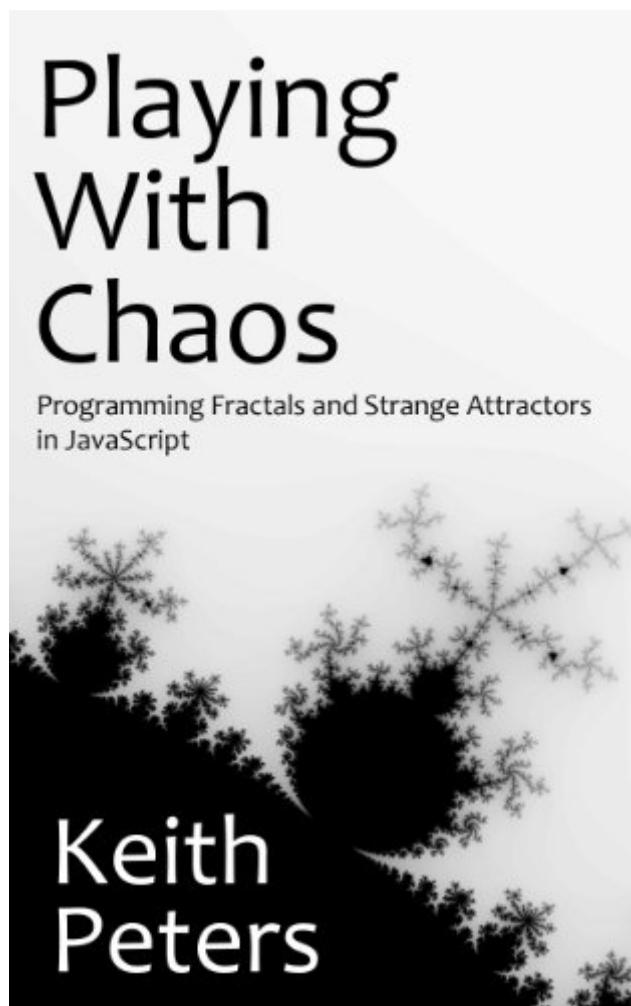


The book was found

Playing With Chaos: Programming Fractals And Strange Attractors In JavaScript



Synopsis

This book, as its name implies, is about playing with fractals, strange attractors and chaos theory. By "playing" is meant writing computer programs that will generate fractals and other related forms. By learning the principles behind the shapes and the code that creates these images, you will gain a far greater understanding of and appreciation for the subject. You will also be able to experiment with these concepts on a level that you could probably never achieve if you were just randomly tweaking some sliders in someone else's application. JavaScript was chosen for the programming language in this book for multiple reasons. First, JavaScript is free, open, cross-platform, doesn't require any special programming environment, and (with HTML5 running in modern browsers) is powerful enough to do most of the computation and rendering that will be needed. Chances are that the computer you are currently using has everything you need to create and run almost all of the examples in this book. All that is required is a text editor and a modern browser -- any of the latest versions of Internet Explorer, Google Chrome, Firefox, Safari, or Opera. Second, notwithstanding a few oddities, JavaScript is a relatively easy language to pick up and become productive in very quickly. While I am assuming you have some basic programming experience, you won't need to have an extensive background in JavaScript itself to get the examples up and running. Chances are, no matter what programming language you might be familiar with, you will be able to get up to speed with the code in this book rather quickly, even if you've never touched JavaScript before. Finally, the intent of this book is not to supply you with a bunch of programs that you blindly copy and run. The idea is that you will understand what is happening in the code and why, and use the example programs as a starting point for your own explorations. As such, this can also include converting the code to the language and platform of your choice. JavaScript's syntax is simple enough that the examples should be readily translatable into most other currently popular languages.

Book Information

File Size: 23206 KB

Print Length: 363 pages

Publisher: Keith Peters; 1 edition (September 17, 2013)

Publication Date: September 17, 2013

Sold by: Digital Services LLC

Language: English

ASIN: B00FA9CX2Y

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #189,143 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #18

inÃ Kindle Store > Kindle eBooks > Nonfiction > Science > Mathematics > Recreation & Games

#31 inÃ Books > Science & Math > Mathematics > Pure Mathematics > Fractals #101

inÃ Books > Humor & Entertainment > Puzzles & Games > Math Games

Customer Reviews

Keith Peters is an amazing teacher (funny too!). this book, along with his youtube channel - "coding math" are both great resources to help one get better at Math. very satisfied with purchasing this book.

This is a great book. Keith Peters goes through enough of the theory and history in plain English to understand the context of the code but not to bore the reader. The examples are extremely fun to code and play around with.

In this book you can learn how to make several fractal examples, and understand its background.I recommend it as graduate text

great!!!!!!

This is a highly readable, highly viewable look at the beautiful things that a bit of programming can produce, without needing any special tools. Like many people, I started programming doing graphics with simple code. This would be a *great* way to explore the fun side of programming for someone starting out. The code is very approachable and clean - things that are hard can be skipped and come back to. Also the code is totally ready for experimenting with, it's always amazing what changing a few parameters can bring regardless of how long you've been at it.I would recommend this not only to people starting out though. It really is a great way for a seasoned programmer to get back to the basics of what is so compelling about code. Simple things make

amazing things, and these things are inherent in the relationships of amounts. It also reminds us, in these days of so many devices, OSs, libraries, frameworks -- that we can still start from nothing and very quickly have something. Most importantly it reminds us how fun programming can be. Keith is one of those people who can make hard things clear without skipping important details. He not only convinces you that something like diffusion-limited aggregation is interesting, but motivates you to try mucking with it and convince yourself. Can't recommend this enough. It is the best read/manual I've seen on this subject, and the only one I've seen at such an impulse price. Set aside a weekend and treat your busy mind to some candy.

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

Playing with Chaos: Programming Fractals and Strange Attractors in JavaScript JAVASCRIPT: Easy JavaScript Programming For Beginners. Your Step-By-Step Guide to Learning JavaScript Programming (JavaScript Series) JAVASCRIPT FUNDAMENTALS: JavaScript Syntax, What JavaScript is Use for in Website Development, JavaScript Variable, Strings, Popup Boxes, JavaScript Objects, Function, and Event Handlers Java: The Ultimate Guide to Learn Java and Javascript Programming Programming, Java, Database, Java for dummies, how to program, javascript, javascript ... Developers, Coding, CSS, PHP Book 2) JavaScript: 2 Books in 1: Beginner's Guide + Tips and Tricks to Programming Code with JavaScript JavaScript: Programming Basics for Absolute Beginners (Step-By-Step JavaScript Book 1) Functional Programming in JavaScript: How to improve your JavaScript programs using functional techniques Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP) (Volume 10) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP Book 10) C++: Effective Modern C++(C++ 11, C++ 14) (guide,C Programming, HTML, Javascript, Programming,all,internet, Coding, CSS, Java, PHP) Learning PHP, MySQL & JavaScript: With jQuery, CSS & HTML5 (Learning Php, Mysql, Javascript, Css & Html5) Effective JavaScript: 68 Specific Ways to Harness the Power of JavaScript (Effective Software Development Series) 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 C++ and Python Programming: 2 Manuscript Bundle: Introductory Beginners Guide to Learn C++ Programming and Python Programming C++ and Python Programming 2 Bundle Manuscript. Introductory Beginners Guide to Learn C++ Programming and Python Programming Python Programming: The Complete Step By Step Guide to Master Python Programming and Start Coding Today! (Computer Programming Book 4) Fractals and Chaos: The Mandelbrot Set and Beyond

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)