

# 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 ..... <b>xxiv</b>	Installing Processing ..... <b>xxiii</b>	Print 2
xxiii	Click <b>File</b> ► <b>New File</b> or press <b>ALT-N</b> , and a file will appear (see Figure 7).	Click <b>File</b> ► <b>New File</b> or press <b>CTRL-N</b> , 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 ( <a href="https://python.org/">https://python.org/</a> ).	Print 2
64	<pre>xsc1 = width / rangex yscl = -height / rangey</pre>	<pre>xsc1 = width / rangex yscl = height / rangey</pre>	Print 3
129	<pre>&gt;&gt;&gt; u = [1,2] &gt;&gt;&gt; v = [3,4] &gt;&gt;&gt; cAdd(u,v) [6, 4]</pre>	<pre>&gt;&gt;&gt; u = [1,2] &gt;&gt;&gt; v = [3,4] &gt;&gt;&gt; cAdd(u,v) [4, 6]</pre>	Print 3
130	You should get $6 + 4i$ , which is the sum of the complex numbers $1 + 2i$ and $3 + 4i$ .	You should get $4 + 6i$ , which is the sum of the complex numbers $1 + 2i$ and $3 + 4i$ .	Print 3
137	<pre>xsc1 = float(rangex)/width yscl = float(rangey)/height</pre>	<pre>xsc1 = width/rangex yscl = -height/rangey</pre>	Print 3

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