



The Cinderella.2 Manual: Working with The Interactive Geometry Software

By Jürgen Richter-Gebert, Ulrich H. Kortenkamp



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Cinderella.2, the new version of the well-known interactive geometry software, has become an even more versatile tool than its predecessor. The geometry component extends the functionality to such spectacular objects as dynamic fractals, and the software includes two major new components: physical simulation such as of mechanical objects, virtual electronic devices, and electromagnetic properties. Cinderella.2 Documentation offers complete instruction and techniques for using Cinderella.2.

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Editorial Review

Review

From the reviews of Cinderella.1:

"Cinderella: the interactive geometry software . Springer, 2000. \$54.95. CD-ROM 1 disc; user manual of 150p.

Cinderella is a gem: this interactive geometry package offers an environment in which the user can do classic or original constructions with extreme accuracy and ease. Interactive exercises may be created and exported as Web pages, which include necessary Cinderella tools. Hints can be displayed after a specified time interval, and built-in automatic proving capability allows for an immediate check of student solutions. Drawings created are extremely accurate and can be exported as PostScript files. The authors explain, albeit in a sketchy fashion, what goes on behind the scenes in Cinderella constructions; for example, the models are based on Caley-Klein geometries. Cinderella allows constructions in Euclidean, hyperbolic, elliptic, and projective geometry. The fact that Cinderella is written entirely in JAVA allows for a high level of portability. The ease of both construction and exporting applets is amazing. Necessary run-time packages are provided and may be included when users post their constructions and exercises, as long as the use is not for profit. This package far outstrips its competitors (such as The Geometers Sketchpad, CabriGeometry II) in capability and ease of use. The cost of this package is remarkably low, given its capabilities. A downloadable demo may be found from the publisher (<http://www.cinderella.de/>) where one will also find a wealth of online documentation, examples, and support. Highly recommended for all teachers and students of geometry from high school through undergraduate level." --

Reviewed by R. L. Pour, Emory and Henry College - CHOICE magazine, 17.1.2001; for complete review see <http://www.choicereviews.org>

"[...] The first thing that attracted me in Cinderella was its human interface. [...] At this point you face one of the strongest features of Cinderella: its support of different geometric views. [...] Let me conclude with a good word about the software installation: It's a piece of cake. After 30 seconds or so, you can play."

Reviewed by G. Barequet, Technion Haifa - The Mathematical Intelligencer, Vol. 24, Number 4, 2002

From the Back Cover

Cinderella.2, the new version of the well-known interactive geometry software, has become an even more versatile tool than its predecessor. It now consists of three connected parts: An enhanced geometry component with new features like transformations and dynamic fractals, a simulation laboratory to explore basic laws of Newton mechanics, and an easy to use scripting language that enables any user to quickly extend the software even further.

The Cinderella.2 Manual is the first book to offer complete instruction and techniques for using Cinderella.2. It contains a wealth of examples, in particular for the CindyScript language which interacts smoothly with

the geometry and simulation components, and a complete reference. Cinderella.2 is Math in Motion all the way, and this book provides comprehensive documentation from start to finish.

Users Review

From reader reviews:

Ruth Ward:

Now a day folks who Living in the era exactly where everything reachable by connect with the internet and the resources inside it can be true or not involve people to be aware of each facts they get. How people have to be smart in receiving any information nowadays? Of course the reply is reading a book. Studying a book can help persons out of this uncertainty Information specifically this The Cinderella.2 Manual: Working with The Interactive Geometry Software book since this book offers you rich data and knowledge. Of course the info in this book hundred per-cent guarantees there is no doubt in it everybody knows.

Tammi Rosado:

Information is provisions for people to get better life, information nowadays can get by anyone from everywhere. The information can be a knowledge or any news even an issue. What people must be consider any time those information which is inside former life are hard to be find than now is taking seriously which one would work to believe or which one typically the resource are convinced. If you obtain the unstable resource then you have it as your main information you will have huge disadvantage for you. All those possibilities will not happen inside you if you take The Cinderella.2 Manual: Working with The Interactive Geometry Software as the daily resource information.

Lena Garcia:

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