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With exercises and projects, the book provides a well-grounded introduction to proof. 'Then the fun begins'. The reader participates by doing what mathematicians do, experimenting, formulating conjectures, exploring foundations for the basis of a proof. This book engages the reader fully to reach the goal of learning to fashion real mathematics. A valuable addition to every undergraduate library.' John McCleary, Vassar College, New York.

With exercises and projects, Exploring Mathematics supports an active approach to the transition to upper-level theoretical math courses. About the Author. John Meier is Professor of Mathematics at Lafayette College, Pennsylvania, where he also served as Dean of the Curriculum. " A college-level math text for serious mathematicians and fans of recreational mathematics. This book proves that turtle graphics is not just kid stuff." - "Popular Computing". " Reading this book with the help of a good graphics computer system, you are sure to discover new and interesting math an excellent textbook or self-study guide." - W. Lloyd Milligan, "Byte". Additionally, he serves as co-chair for the MIT Council on Educational Technology. Andrea diSessa is Chancellor's Professor in the Graduate School of Education at the University of California, Berkeley, and a member of the National Academy of Education. He is the coauthor of Turtle Geometry: The Computer as a Medium for Exploring Mathematics (MIT Press, 1981).