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Fractal Programming in Logo

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FRACTAL PROGRAMMING IN LOGO

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The programming language Logo was created specifically to help in teaching children mathematics. Because it is simple and easy to learn, the basic concepts of geomety can quickly grasped. As a result, Logo has not been used as extensively in programming as some other languages. However, it has been underestimated. Despite its inherent simplicity, Logo is powerful enough for advanced programming.

Fractals are a set of curves that cannot easily be explained using the concepts of Euclidiean geometry. Formally, a fractal is a curve whose Hausdorff-Besicovitch dimension is strictly greater than its Euclidean dimension.

This project involved translating fractal equations into Logo and comparing fractal programming in Logo to fractal programming C.