Pythagorean Triples in Python

Recent research by Brian G. Mc Enery has lead to the development of new software designed to investigate the potential for using Pythagorean Triples, in a modern computational environment. The software development is based on Kenneth Williams' book Triples and has led to the development of Python classes for Triple and CodeNumber objects. The software is also being developed using Jupyter notebooks, as a way of developing a dynamic interactive presentation. At present the software is located in a git repository, and the notebook may be viewed at, https://mybinder.org/v2/gh/BrianGMcEnery/pythagorean-triples.git/HEAD.