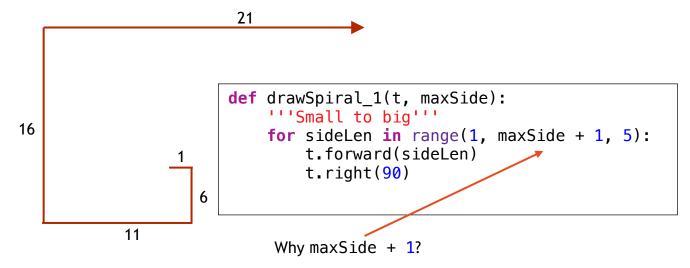
Drawing a Spiral

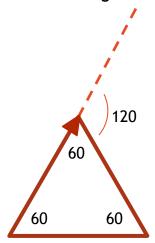
1. Draw Spiral Problem. 01-24-drawSpiral.py



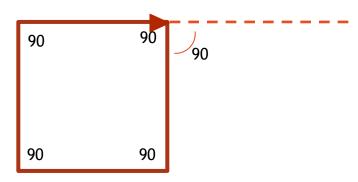
So last value can be maxSide

Drawing a Circle (Manually)

- 1. Draw Circle Problem. 01-25-drawCircle.py
 - a. Draw a circle of a given Radius
- 2. Reduce the Circle Problem to Drawing a Regular Polygon
 - a. Draw an n-sided polygon where each side has the same length
 - b. Inputs for Regular Polygon Problem:
 - i. Number of sides, n
 - ii. Length of each side, sideLen
 - iii. The turtle to do the drawing
- 3. Calculate the angle the turtle must turn



 $n = 3 \rightarrow angle = 120^{\circ}$



n = 4 \rightarrow angle = 90 $^{\circ}$

Want a general formula for any n

4. For an n-regular Polygon

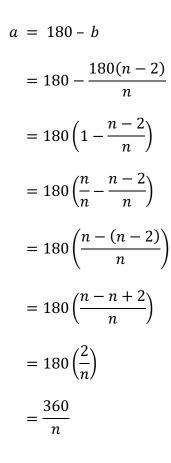
Sum of interior angles: angle sum = 180(n-2)

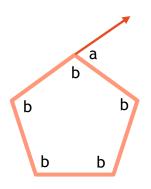
All interior angles are the same (b)

So

$$b = \frac{180(n-2)}{n}$$

Now find angle a





$$a = \frac{360}{n}$$

- 5. Back to original problem Draw Circle of Given Radius
 - a. Draw a polygon instead of a circle
 - b. Select angle and side length for the given radius
 - c. Key Insight: Sum of polygon sides ≈ Circumference of Circle

Sum of sides =
$$\frac{\text{numSides} \times \text{sideLength}}{\text{circumference}} \approx \text{Circumference} = \frac{2\pi r}{r}$$

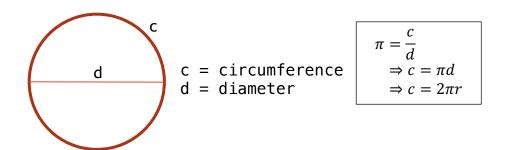
$$numSides \times sideLen \approx 2\pi r$$

$$sideLength \approx \frac{2\pi r}{numSides}$$

- d. Given the radius and number of Sides
 - i. calculate sideLength and call drawPolygon
- e. How many sides should we use?
 - Too slow 360 i.
 - ii. 3 Doesn't look like a circle
 - 30 Is pretty good iii.

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Chapter 2, Miller 3^{rd} ed, π thon: Estimating Pi What is π



 π is irrational - It never ends and never repeats

So, we use approximations of π

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We're going to look at better approximations of π

But first, the math module

math module

```
Constants
```

```
math.pi
math.tau \rightarrow 2 \pi
math.e
math.inf x = 10.0 THEN 9 times: x *= x \rightarrow math.inf
math.nan math.inf / math.inf \rightarrow math.nan
```