**Coding and Geometry**

**Student Version**

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**Coding and Geometry: Student Introduction**

**What?**

Coding and Geometry is a method of illustrating the use of coding in the basics of high school geometry. You will manipulate programs by learning different skills taught step by step throughout the lessons. From basic skills such as drawing points on a display to more advanced functionality such as calculating the perimeter of an arbitrary triangle, these lessons encompass the goal of incorporating computer science skills into the high school mathematics classroom.

**How to access Haskell Files:**

**Windows:**

1. Create a folder in Documents named Haskell
2. Download the files from the website.
3. Open the zip file.
4. Click Extract All Files.
   1. Browse
   2. Save it under Documents/Haskell
5. Extract

**Mac:**

1. Create a folder in Documents named Haskell
2. Download the files from the website.
3. Drag the files from downloads into the Haskell folder.
4. Then double click to unzip the file.

As you manipulate and create your own files (exercises), you will want to save them in a folder (YourName\_Coding) in the Haskell/k12math-student folder on the computer. At the end of the lesson if the computer is not your own, you will want to copy your folder onto your USB drive.

When you come back to manipulate and create files again in another lesson, just copy the folder from your USB to the Haskell/k12math-student folder on the computer. Repeat this process when using a school or someone else’s computer.

**Getting started with the terminal:**

After installing the three programs listed above, open the terminal and perform the following commands:

Teacher & Student

1. Type cd Documents/Haskell/k12math-student
2. Type util/prepare

**Running Code:**

**Windows:**

1. Open GitBash
2. cd Documents/Haskell/k12math-\_\_\_\_\_\_\_\_\_\_\_ (the blank should either be student or teacher)
3. ls
   1. If running a program already installed in k12math-\_\_\_\_\_\_\_\_\_\_\_, type

rungeo prog/\_\_\_\_\_\_\_\_\_\_ /lesson1a.hs ( the blank should either be student or teacher)

* 1. If running a program you manipulated and saved in your personal folder, type

rungeo yourname\_coding/lesson1a.hs

**MAC:**

1. Open the terminal (applications/utilities)
2. Open GitBash
3. cd Documents/Haskell/k12math-\_\_\_\_\_\_\_\_\_\_\_ (the blank should either be student or teacher)
4. ls
   1. If running a program already installed in k12math-\_\_\_\_\_\_\_\_\_\_\_, type

./rungeo prog/\_\_\_\_\_\_\_\_\_\_ /lesson1a.hs ( the blank should either be student or teacher)

* 1. If running a program you manipulated and saved in your personal folder, type

./rungeo yourname\_coding/lesson1a.hs