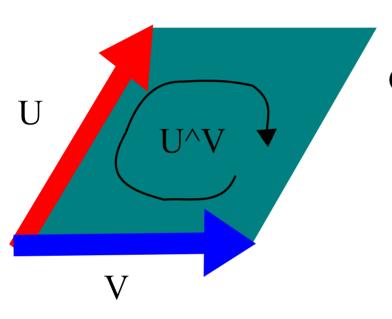
GEOMETRIC ALGEBRA

- A Computer Science Approach -



#include<cstdio>

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```
#include<cstdlib>
int main() {
   pseudoscalar I = ...;
   k_blade k{3,2,1,0};
   draw(k]I);
   return 0;
```