

# 代码

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摘要. 这里总结自己学过的代码供查阅。为啥不用英文？英文的参考文献浩如烟海，也不差我一个啊。另外引用的很多网页也都是中文的，我也懒得再花时间解释哪个是中文哪个是英文了。对数学系的同学而言，代码的逻辑并不难，大家不会的只是格式而已。第一节横向介绍我们需要啥，之后纵向对每一种语言给出对应的代码。

在这份文档的编译中第一次学 python 和 Github, 可以说是紧跟潮流  
23333

## 1. 代码需求

大部分的语言都需要：

- 安装 + 初始代码 (Halloworld)
- 基本逻辑
- 调试
- 参考文档
- (想保留的) 例子

以下是具体需求：

### 1.1. 安装 + 初始代码.

- 简要说明该语言的目的
- 说明自己使用何种编译器
- 解释该语言的结构 (基本框架)
- 使用该语言在屏幕中打出”Halloworld”
- 必要时给出英文注释

### 1.2. 基本逻辑.

- 数据结构类型 (数字、字符串、其他结构)
- 基本四则运算 + mod (若数据结构中包含矩阵，则需要矩阵的各类运算；)
- 条件语句
- 循环语句

- 函数

对于图形化输出的语言，我们还有很多额外的需求：

- 图形

- 基本几何图形 (尽可能多样化)
- Bézier 曲线 (钢笔工具)
- 参数化曲线
- 直线，箭头等基本图形库，电路，棋盘，乐器等专业库
- 几何变换 (平移，旋转，伸缩)
- 集合运算 (如交并补)
- 几何运算 (如平行，垂直，切线，交点)
- 度量衡转换 (数值，距离单位，向量运算，弧度制与角度制)
- 测量

- 图形进阶

- 光滑化
- 锐化

- 坐标系

- 直角坐标系
- 其他类型坐标系

- 其他细节

- 颜色设置
- 背景与边界设置
- 透明背景设置
- 图片嵌入设置
- 材质设置
- 数学字体嵌入设置
- 动画 + 声音嵌入设置 (可选)

对于主要用于排版的语言，我们还希望能了解页面布局的相关知识，如盒子模型。

### 1.3. 调试.

- 快捷键 (Keyboard shortcut)

- 运行代码
- 注释方式及快捷键 (单行注释 + 多行注释)
- 自动补全功能
- 自动对齐功能

– 其他快捷键

- 如何获得帮助
- 控制输出 (包含调整至 debug 模式)
- 如何设置断点
- 控制输入

#### 1.4. 参考文档.

- 官方文档
- 民间优秀文档

超出科大 C 语言的知识: 编程范式 (Programming paradigm)、方法 (method)

## 2. PYTHON

2.1. 安装 + 初始代码. Python 是一门高级的编程语言。他有许多的标准模块 (standard module). 你可以在网上在线的编辑器CoCalc练习 Python.<sup>1</sup>

2.2. 基本逻辑. 与 C 语言不同, Python 不需要声明变量。当有赋值时不输出结果。

数据类型在这里看到。<sup>2</sup>

对于数字, Python 不仅有 int 和 float, 还有 Decimal, Fraction and complex numbers 这些奇葩的变量。Task: 学会 Decimal, Fraction.

```
1 >>> complex('1+2j')*complex('1+3j')
```

四则计算像自然计算一样自然, 不过带余除法用//, 余数用%, 幂次用\*\*.(好符号)<sup>3</sup>

```
>>> a,b=8,13 # a++ is not allowed in python
>>> a ** (b-1) % b # verify the Fermat's little theorem
```

计算器上的 Ans 记为\_, round(0.142857,1)给出 0.1

python 中的逻辑运算符如下: 与 (and &), 或 (or |)

条件语句和循环语句的书写规范详见这里。以下是计算素数的例子。

```
import math    # Compute square root
def isPrime(n):    # return true when n is a prime
    for x in range(2, math.isqrt(n)+1):
        if n % x == 0:
```

<sup>1</sup>但是使用图形化用户界面时往往需要下载。

<sup>2</sup>你需要知道那些类型是可改变的 (mutable);

<sup>3</sup>请小心使用负数的带余除法。

```

5         return False;
    else:
        # loop fell through without finding a factor
        return True;
isPrime(57)

```

用库可以更加容易地计算素数:

```

1 from sympy.ntheory import isprime
  isprime(10000019)

# find primes by sieve method
from sympy import sieve
3 sieve._reset() # this line for doctest only
  # 10000019 in sieve      #10000019 is a prime
  sieve.extend(100)
  sieve._list

```

2.3. 调试. 运行代码的快捷键为 Shift+Enter. 单行注释使用井号#, 多行注释使用'''注释'''or """注释""". 快捷键为 Ctrl+/.

在 Cocalc 中输入部分单词可以按 Tab 键补全代码, 按住 ctrl 键可以多输入。

控制输入使用函数input()。

2.4. 参考文档. 官方文档 SymPy PKU CS 自学指南 python 教程

2.5. 可能会学习的标准模块.

- Tkinter: GUI 图形界面。可以参考教程.

2.6. (想保留的) 例子. 这个例子计算正整数的各位数之和, 用到了把数转化为字符串的技巧:

```
print(sum([int(d) for d in str(int(input("number:"))])))
```

这个例子计算  $gl_n$  幂零轨道的维数.

```

# this computes dimension of orbits of nilpotent elements
young_diagram = [2,1,1,1,1] # Here is the input
n=len(young_diagram)
4 a,b=0,0
  for i in range(n):
    a=a+young_diagram[i]
    for j in range(n):
      if young_diagram[i]<young_diagram[j]:
9         b=b+young_diagram[i]
    else:

```

```

        b=b+young_diagram[j]

c=a**2 -b
print("the dimension of this orbit is", str(c)+".") # one small trick for
printing result

```

这个例子想要验证某个猜想。据说是 BSD 猜想的推论。

```

from sympy.ntheory import isprime
2 import math      # Compute square root
def isQuart(k):
    for i in range(k//2):
        if i**4 % k == 3:
            return True
7     return False
def solution(m):
    n=math.isqrt(m)+1
    num=0
    for i in range(n):
12        for j in range(n):
            for k in range(n):
                if 6* i**2+j**2+18* k**2 == m:
                    #print("find the solution", i, j, k)
                    if i*j*k==0:
17                        if k % 2 ==0:
                            num=num+4
                        else:
                            num=num-4
                    else:
22                        if k % 2 ==0:
                            num=num+8
                        else:
                            num=num-8
    return num
27 for l in range(25, 10000, 24):
    if isprime(l) & (isQuart(l)==False):
        #print(l,"find the number")
        if solution(l) % 16 ==8:
            print("the conjecture is true for ", l)
32        else:
            print("the conjecture is not true for ", l)

```

这个例子计算 affine quiver 正根的可能情形 (real positive root + regular simple).

```

# Usage of format
2 # E6 case

```

```

orderedCouple1 = [(a1,a2,a3,a4,a5,a6,a7) for a1 in range(2) for a2 in
    range(3) for a3 in range(4) for a4 in range(3) for a5 in range(2) for
    a6 in range(3) for a7 in range(2)]
k=0 # compute the number of positive real root which is possible regular
    simple
for a1,a2,a3,a4,a5,a6,a7 in orderedCouple1: # do everything in one line*
    if a1**2+a2**2+a3**2+a4**2+a5**2+a6**2+a7**2-a1*a2-a2*a3-a3*a4-a4*a5-
        a3*a6-a6*a7 ==1:
7         k=k+1
        print('                                {0}'.format(a7)) #ugly code
        have better output
        print('                                {0}'.format(a6))
        print('The positive real root is {0}, {1}, {2}, {3}, {4}.'.format(
            a1,a2,a3,a4,a5))
        print("")
12    print('There are {0} results'.format(k))

# E7 case
orderedCouple2 = [(a1,a2,a3,a4,a5,a6,a7,a8) for a1 in range(2) for a2 in
    range(3) for a3 in range(4) for a4 in range(5) for a5 in range(4) for
    a6 in range(3) for a7 in range(2) for a8 in range(3)]
k=0 # compute the number of positive real root which is possible regular
    simple
17 for a1,a2,a3,a4,a5,a6,a7,a8 in orderedCouple2: # do everything in one line
    *
    if a1**2+a2**2+a3**2+a4**2+a5**2+a6**2+a7**2+a8**2-a1*a2-a2*a3-a3*a4-
        a4*a5-a5*a6-a6*a7-a4*a8 ==1:
        k=k+1
        print('                                {0}'.format(a8)) #ugly
        code have better output
        print('The positive real root is {0}, {1}, {2}, {3}, {4}, {5},
            {6}.'.format(a1,a2,a3,a4,a5,a6,a7))
22    print("")
    print('There are {0} results'.format(k))

# E8 case
orderedCouple3 = [(a1,a2,a3,a4,a5,a6,a7,a8,a9) for a1 in range(2) for a2
    in range(3) for a3 in range(4) for a4 in range(5) for a5 in range(6)
    for a6 in range(7) for a7 in range(5) for a8 in range(3) for a9 in
    range(4)]
27 k=0 # compute the number of positive real root which is possible regular
    simple
for a1,a2,a3,a4,a5,a6,a7,a8,a9 in orderedCouple3: # do everything in one
    line*

```

```

if a1**2+a2**2+a3**2+a4**2+a5**2+a6**2+a7**2+a8**2+a9**2-a1*a2-a2*a3-
a3*a4-a4*a5-a5*a6-a6*a7-a7*a8-a8*a9 ==1:
    k=k+1
    print('                                {0}'.format(a9)) #
ugly code have better output
32     print('The positive real root is {0}, {1}, {2}, {3}, {4}, {5},
        {6}, {7}.'.format(a1,a2,a3,a4,a5,a6,a7,a8))
        print("")
print('There are {0} results'.format(k))

# E6 case, subspace case
37 orderedCouple1 = [(a1,a2,a3,a4,a5,a6,a7) for a1 in range(2) for a2 in
    range(3) for a3 in range(4) for a4 in range(3) for a5 in range(2) for
    a6 in range(3) for a7 in range(2)]
k=0 # compute the number of positive real root which is possible regular
    simple
for a1,a2,a3,a4,a5,a6,a7 in orderedCouple1: # do everything in one line*
if a1**2+a2**2+a3**2+a4**2+a5**2+a6**2+a7**2-a1*a2-a2*a3-a3*a4-a4*a5-
a3*a6-a6*a7 == 1 and a1+a2-3*a3+a4+a5+a6+a7==0:
    k=k+1
42     print('                                {0}'.format(a7)) #ugly code
    have better output
        print('                                {0}'.format(a6))
        print('The positive real root is {0}, {1}, {2}, {3}, {4}.'.format(
a1,a2,a3,a4,a5))
        print("")
print('There are {0} results'.format(k))

```

### 3. SAGE

3.1. 安装 + 初始代码. Sage 是专为数学家设计的程序, 基于 python, 通过集成大量数据库, 使用其中的数学函数来简化编程难度。我使用的是网上的编辑器CoCalc, 在 New 中生成 Sage worksheet. 你可以在每一行前添加sage: 或者不加。在最开始输入需要的宏包, 然后直接进行计算即可。

```
sage: print("Halloworld!233") #The code is the same as
python
```

3.2. 基本逻辑. 本节的基本内容参见[这里](#)。

在矩阵群中的计算可以模仿这个例子。

```
G=SL(2,ZZ)
A = G([0,-1,1,0])
```

```

B = G([1,1,0,1])
4 A*B*A^(-1)

```

在指定代数结构的时候可以同时指定生成元。定义数域须先生成多项式环再使用其中的多项式定义。

```

1 R.<t> = PolynomialRing(QQ) #R= Q[t]
  F.<i>=NumberField(t^2+1) #Define number field
  OF=F.ring_of_integers() #Define ring of integers
  [OF.0,OF.1] #Find the basis of ring of integers
  T.<z>= PolynomialRing(OF)
6 L.<l>=NumberField(z^2+i) #define number field in the same
  way again
  LL.<u> = L.absolute_field() #Change the base field
  Q8.<c>= CyclotomicField(8) #Second way to construct field
  Q8.is_isomorphic(LL)

```

3.3. 调试. 大部分同 python.

3.4. 参考文档. 官方文档

Sage V9.1 中文文档以及专题文档

Sage Quick Reference Cards

Sage for Undergraduates

Sage for Computational Mathematics

基本例子的视频教程

如何使用 GAP 处理群论

除了 sage 外还有一些数学自动证明软件, 比如Lean theorem prover. 只是我懒不想学自动证明。

3.5. (想保留的) 例子. 这个例子能帮助我计算 Dynkin quiver 的所有不可约表示.

```

1 sage: Q = DiGraph({1:{2:['a1']},2:{3:['a2']},4:{3:['a3']
  },5:{4:['a4']},6:{3:['a5']}}).path_semigroup()
sage: M = Q.I(GF(11),3)
sage: M
sage: tauM = M.AR_translate()
sage: tauM

```

这个例子能帮助我画出  $\Gamma(5)$  对应的基本区域.

```

G5 = Gamma(5)
A = FareySymbol(G5).fundamental_domain(show_pairing =
true)
show(A,figsize=10,fontsize=10)

```



这个例子能帮助我验证 Hankel determinant 的性质, 其中用到了矩阵的构造和形式幂级数.

```
#Here is a check for Hankel determinants
2 # construction of Matrices https://doc.sagemath.org/html/en/reference/matrices/sage/matrix/constructor.html
K.<x> = QQ[[]];
f = (x^3 + 5*x + 13) / (x^3 + 17*x + 2)
ListA = f.coefficients()
A = matrix(QQ, 4, 4, lambda x, y: ListA[x+y+4])
7 A
det(A)
```

这个例子为了计算常见平面光滑曲线的 bitangles 和 flexs 的数目. 其中用到了多项式求值和表格的输出.

```
#Here is a computation of dual curves.
2 #ref for table: https://doc.sagemath.org/html/en/reference/misc/sage/misc/table.html
R.<d> = QQ[];
K=R.fraction_field()
dd = d * (d-1)
u = vector(K, [dd*(dd-1)-d, 1/2 * (dd-1)*(dd-2) - 1/2 * (d
-1)*(d-2)])
7 A = matrix(K, [[2,3],[1,1]])
table(columns=[(x,(A^(-1)*u)[0].subs(d=x),(A^(-1)*u)[1].
subs(d=x)) for x in [2..9]], header_column=["$d$", "$b$"
, "$f$"], frame=True)
```

这个例子为了实现这里的作业, 练练手感.

```
#This document solves the problems in https://ctnt-summer.math.uconn.edu/wp-content/uploads/sites/1632/2020/06/CTNT2020-CompNT-Exercises.pdf
2
# Exercise 5
# https://ask.sagemath.org/question/41952/int-object-has-no-attribute-is\_prime/
def relative_prime(a,N,X):
    primenumber=0
7     for i in range(a,X,N):
        if is_prime(i):
            primenumber=primenumber+1
    return primenumber
relative_prime(1,5,10000)
```

```

12 # v = [(x, relative_prime(1,5,x)) for x in [6,11,...,10000]]
# show(points(v, rgbcolor=(0.2,0.6, 0.1), pointsize=2))
def quotient(X):
    return N(relative_prime(1,5,X)/X*ln(X))
# w = [(x, quotient(x)) for x in [6,26,...,10000]]
17 # show(points(w, rgbcolor=(0.2,0.6, 0.1), pointsize=2))

# Exercise 6 & 7
from scipy import integrate
22 def newpi(X):
    sum=0
    for i in range(2,X):
        sum=sum+N(1/ln(i))
    return sum
27 def Li(X):
    def g(t):
        return N(1/ln(t))
    return integrate.quad(g, 2, X)[0]
def compare(X):
32     return N(X/ln(X))
# newpiplot = [(x, newpi(x)) for x in [5,25,...,1000]]
# oldpiplot = [(x, prime_pi(x)) for x in [5,25,...,1000]]
# compareplot = [(x, compare(x)) for x in [5,25,...,1000]]
# Liplot = [(x, Li(x)) for x in [5,25,...,1000]]
37 # show(points(newpiplot, rgbcolor=(0.2,0.6, 0.1), pointsize
    =2)+points(oldpiplot, rgbcolor=(0.2,0.2, 1), pointsize
    =5)+points(compareplot, rgbcolor=(0.9,0.1, 0.1),
    pointsize=2) +points(Liplot, rgbcolor=(0,0, 0),
    pointsize=2))

compare1plot = [(x, prime_pi(x)/compare(x)) for x in
    [5,25,...,1000]]
compare2plot = [(x, prime_pi(x)/newpi(x)) for x in
    [5,25,...,1000]]
compare3plot = [(x, prime_pi(x)/Li(x)) for x in
    [5,25,...,1000]]
42 show(points(compare1plot, rgbcolor=(1,0, 0), pointsize=5)+
    points(compare2plot, rgbcolor=(0,1,0), pointsize=5)+
    points(compare3plot, rgbcolor=(0,0,1), pointsize=5))

# Exercise 8
# https://ask.sagemath.org/question/51114/how-can-i-find-
    number-of-elements-of-n-torsion-points-on-an-elliptic-
    curve-over-finite-field/

```

```

# p = 1233.next_prime()
47 # E = EllipticCurve(GF(p),[3,12])
p = 100.next_prime()**3
E = EllipticCurve(GF(p),[1,0])
E.abelian_group().order().factor()
E.abelian_group()
52
# Exercise 9
Qpadic=Qp(53,prec=20) #By changing the number of q, we know
    that \phi_7(x) factors exactly when q \mod 1,2,4,6 mod
    7.
R.<t> = PolynomialRing(Qpadic)
g= t^6+t^5+t^4+t^3+t^2+t+1
57 g.factor()

# Exercise 10
# https://stackoverflow.com/questions/132988/is-there-a-
    difference-between-and-is
Q32.<c>= CyclotomicField(32)
62 G = Q32.galois_group()
# Some standard test of the group
# G.number_field() is Q32
# G.order()
# G.is_galois()
67 # G.is_abelian()
# G.is_cyclic()
# G.transitive_label()
# G.list()
for K in G.normal_subgroups():
72     if K.order() == 8: # We can't replace "==" with "is"
        print("we've found")
        newfield=K.fixed_field(polred=True)[0]
        print("The number field is a ",newfield,"with
            Galois group of order",newfield.galois_group().
            order())
for K in G.normal_subgroups():
77     if K.order() == 4: # We can't replace "==" with "is"
        newfield=K.fixed_field(polred=True)[0]
        if newfield.galois_group().is_cyclic():
            print("Congrats! The number field is a ",
                newfield)

```

这个例子为了实现这里的作业, 练练手感。其中有实现散点/线状图、多数据的作图。

```

0246576f-8987-4797-b380-43a732218552s
def primedivisors(n):
    input1 = divisors(n)
    result = 0
5    for i in range(len(input1)):
        if is_prime(input1[i]):
            result=result+1
    return result
# pp1=point([(n,primedivisors(n)) for n in (1..100)],
#           rgbcolor=(1,0,0))
10 # p1=plot(pp1)
# pp2=point([(n,sigma(n,1)) for n in (1..100)],rgbcolor
#           =(0,1,0))
# p2=plot(pp2)
# pp3=point([(n,euler_phi(n)) for n in (1..100)],rgbcolor
#           =(0,0,1))
# p3=plot(pp3)
15 # p1
qq1=plot(lambda x:sum(primedivisors(n) for n in (1..floor(x)
)), (x,1,100),rgbcolor=(1,0,0))
qguess1=plot(x*log(log(x))+x/7,(x,1,100),rgbcolor=(1,0,0))
qq1+qguess1
# qq2=plot(lambda x:sum(sigma(n,1) for n in (1..floor(x)))
#           ,(x,1,100),rgbcolor=(1,0,0))
20 # qguess2=plot(x^2/1.23,(x,1,100),rgbcolor=(1,0,0))
# qq2+qguess2
# a3=N(1/(2*zeta(2)))
# qq3=plot(lambda x:sum(euler_phi(n) for n in (1..floor(x))
#           ),(x,1,100),rgbcolor=(1,0,0))
# qguess3=plot(x^2*a3,(x,1,100),rgbcolor=(1,0,0))
25 # qq3+qguess3

```

#### 4. MANIM COMMUNITY

4.1. **安装 + 初始代码.** 这是做数学科普视频的软件，同样基于 python, 其对数学公式的支持远远超过了其他软件，而且是开源的。不想安装的懒惰者可以试试在线编译网页 EulerTour。

#### 4.2. 参考文档. 官方文档

中文文档

可以参考hello world 视频教学,常用代码总结/教程

实例:3B1B 的所有动画视频, Dirac's belt trick和自由变形动画。

## 5. LATEX

### 5.1. 本文参考文献. listings 的具体设置

fancy 版本的 Mathematica 代码没学会。

L<sup>A</sup>T<sub>E</sub>X 中如何自动补全代码? 不容易。

本文 python 代码格式来源

### 5.2. 参考文档. 刘海洋的书:《L<sup>A</sup>T<sub>E</sub>X 入门》

如何在 latex 里面使用注释效果、tikz 整体调整、颜色名称设置总结

如何在 amsart 下调整目录

上下左右标

### 5.3. 非初等但是值得学习的宏包.

- Tikz: 数学系画图专属宏包, 其子宏包 Tikzcd 也是相当实用<sup>4</sup>, 为了简化制图流程大佬们甚至做了两个网站tikzcd-editor和quiver: a modern commutative diagram editor, 都非常实用。另外还可以尝试TikZiT来辅助画图。
- hobby: 画曲线的宏包 (妈妈再也不用担心我画 Tikz 中的曲线)
- tcolorbox: 把文档变得花里胡哨的宏包 (你甚至可以做海报)

### 5.4. (想保留的) 例子. 这个例子可以画文本宽度的水平直线, 并把公式拉长到文本宽度:

```

\hrule % show text width
\resizebox{\textwidth}{!}{ %show the formula very big
  $\displaystyle \frac{1}{\pi}=\frac{2\sqrt{2}}{99^2}
    \sum_{k=0}^{\infty} \frac{(4k)!}{k!^4}\frac{
      {26390k+1103}{396^{4k}}$
}
5 \begin{gather*} % or small
3.1415926535897932384626433832795028841971693993751
058209749445923078164062862089986280348253421170679
821480865132823066470938446095505822317253594081284
8111745028410270193852110555964462294895493038196
10 \end{gather*}

```

## 6. MATHEMATICA

### 6.1. 安装 + 初始代码. Mathematica 是收费的数学计算软件, 参考文档量多但是不够有结构性, 导致我的代码往往是临时性的, 每次计算都需要重新

<sup>4</sup>tikzcd is in fact only an improvement of matrix in TikZ. Cited from here.

学习代码。(而且我也没有结构性地保存它们) 不过现在可以在这份文档中储存代码了。

6.2. (想保留的) 例子. 这个例子能帮助我计算 affine quiver 相关的矩阵.

```

Cp = ({
  {1, 1, 1, 0, 0, 0},
  {0, 1, 1, 0, 0, 0},
  {0, 0, 1, 0, 0, 0},
5  {0, 0, 1, 1, 0, 0},
  {0, 0, 1, 1, 1, 0},
  {0, 0, 1, 0, 0, 1}
});
Ci = Transpose[Cp];
10 Phi = -Ci.Inverse[Cp]
MatrixPower[Phi, 6]
A = Transpose[Inverse[Ci]] + Inverse[Ci] (*symmetric form*)

```

这个例子计算四元数  $\mathbb{H}$  上的 non-reduced norm.

```

Det[({
  {x, -y, -z, -w},
3  {y, x, -w, z},
  {z, w, x, -y},
  {w, -z, y, x}
})]
Factor[w^4 + 2 w^2 x^2 + x^4 + 2 w^2 y^2 + 2 x^2 y^2 + y^4
+
8  2 w^2 z^2 + 2 x^2 z^2 + 2 y^2 z^2 + z^4]

```

这个例子画彩色的点.(255 位 RGB)

```

ListPlot[{Style[{1, 1}, {2, 3}, {2, 4}],
2  Interpreter["Color"]["RGB 255 0 0"]],
  Style[{1.5, 1}, {2.3, 3}, {2.4, 4}],
  Interpreter["Color"]["RGB 0 255 0"]]}]

```

## 7. PUZZLESCRIPT

游戏制作软件:Unity 可以由免费开源游戏引擎Godot替代。简单的 2D 游戏可以先尝试用 PuzzleScript 实现。

请注意, PuzzleScript 只是一个类推箱类游戏制作语言, 比较难制作 3D/扭曲/用鼠标处理的游戏, 而且基本逻辑不完备导致许多功能的实现需要大量技巧。如果不是技术开发狂热者请只把它当成游戏开发初始阶段的调试器使用。

7.1. **基本逻辑.** 本节目前主要讨论 RULES. 在 OBJECT 中可以用 transparent 来表示变量 (在正常对象之后), 在 LEGEND 中请将一个字符放在其他变量名之后。

RULES 的基本结构是 keyword1 [keyword2 objectA] -> [objectB] result, 其中

- keyword1 可以取 up/down/left/right, horizontal/vertical, random, +, late, global, orthogonal;
- keyword2 可以取 >/</~/v/up/down/left/right, moving/stationary, no, action;
- result 可以取 Message, sfx0, win, checkpoint, restart, cancel, again.

否定语句比较困难, 目前只知道部分否定, 如 [Background no Player] -> [wall]。<sup>5</sup>

RULES 中的每一句都是循环至不再循环为止, 如果不允许循环, 在该句之前输入 random; 如果需要多行语句合在一起循环, 则从第二行起每行前添加 +.

循环语句以 startloop 开始, 以 endloop 结束, 当循环的过程不再改变游戏内容时停止。(这种循环语句是不是智障?)

7.2. **调试.** 单行多行注释使用括号 (). 快捷键可以参考这里。

Debug 可以在 Prelude 中写上 verbose\_logging, 或者功能弱一点的 debug. 另外游戏中可以用音效来辅助调试。

7.3. **参考文档.** 官方文档 和 官方例子

一些例子。差不多类推箱游戏都有 PuzzleScript 的版本。

7.4. **(想保留的) 例子.** PuzzleScript 网上的例子已经非常方便了。这里只是把网上的例子改着玩。

```

5 title Basic Objects
author Xiaoxiang Zhou
homepage http://home.ustc.edu.cn/~xx352229/
background_color #222323
text_color #f0f6f0
(color_palette 3)
zoomscreen 10x10
enable_level_select
noaction

```

<sup>5</sup>通过部分否定以及一些额外的变量即可达到全局的否定, 就是代码丑陋一点罢了。

```
10  (
    References
    https://www.sokobanonline.com/play
    http://www.sneezingtiger.com/sokoban/levels/microbanText.
        html
    https://www.sohu.com/a/274843792_627888
15  )
    =====
    OBJECTS
    =====
20  Background
    green lightgreen  darkgreen
    00000
    10000
25  00010
    00000
    01000

    Target
30  DarkBlue
    .....
    .000.
    .0.0.
    .000.
35  .....

    Wall
    BROWN DARKBROWN
40  00010
    11111
    01000
    11111
    00010
45  Player
    darkblue red BLACK
    .000.
    .000.
50  11111
    .111.
    .2.2.
```



```
Crate
55 orange
   00000
   0...0
   0...0
   0...0
60 00000

Spike
black gray white
   .....
65 ..0..
   .010.
   02110
   02210

70 Stone
black white
   .000.
   00110
   00010
75 00000
   .000.

Angle
BROWN red
80 00000
   0111.
   011..
   01...
   0....

85 0
black
   .000.
   .0.0.
90 .0.0.
   .0.0.
   .000.

1
95 black
   ..0..
   .00..
   ..0..
```

100    ..0..  
      .000.

      2  
      black  
      .000.  
105    ...0.  
      .000.  
      .0...  
      .000.

110    3  
      black  
      .000.  
      ...0.  
      .000.  
115    ...0.  
      .000.

      4  
      black  
120    .0.0.  
      .0.0.  
      .000.  
      ...0.  
      ...0.

125    5  
      black  
      .000.  
      .0...  
130    .000.  
      ...0.  
      .000.

      6  
135    black  
      .000.  
      .0...  
      .000.  
      .0.0.  
140    .000.

      7  
      black

```
145 .000.  
    ...0.  
    ...0.  
    ...0.  
    ...0.  
  
150 8  
    black  
    .000.  
    .0.0.  
    .000.  
155 .0.0.  
    .000.  
  
    9  
    black  
160 .000.  
    .0.0.  
    .000.  
    ...0.  
    .000.  
165 =====  
    LEGEND  
    =====  
  
    . = Background  
170 # = Wall  
    P = Player  
    * = Crate  
    @ = Crate and Target  
    O = Target  
175 ! = Spike  
    S = Stone  
    A = Angle  
  
    =====  
180 SOUNDS  
    =====  
    player Move 33184907  
    Crate Move 412312  
    EndLevel 123413  
185 Player CantMove 4123412  
    =====  
    COLLISIONLAYERS  
    =====
```

```

190 Background
    Target
    Player, Wall, Crate
    Spike
    0,1,2,3,4,5,6,7,8,9
195 Stone, Angle

=====
RULES
=====

200 [ > Player | Crate ] -> [ > Player | > Crate ]
    late [ Player Spike ] -> [ Spike ]
    =====
    WINCONDITIONS
205 =====

    All Target on Crate

=====

210 LEVELS
    =====

    level_select_point
    MESSAGE I make no claim for the original.
215 MESSAGE Just some test.

    .#p*0@!SA..
    .#####.
220 .#..p*.o...
    .#####.
    01234567890

    level_select_point
225 MESSAGE Er. I copied something to check.

    #####
    #.*00..#
230 #P*...*.#
    #..00*.*#
    #####

```

```

level_select_point
235 message If you don't know how to solve this, you can try
    the SokobanAutomaticSolver:  http://m.wodown.com/soft
    /14821.html#downAddress

    .....####.
    #####.p#.
    #.....*..#.
    240 #...*##.*#.
    ##*#ooo#.#.
    .#.*ooo..#.
    .#.#o.o#.#.
    .#...#.#*.#
    245 .#*...*....#
    .#..#####
    .####.....
    level_select_point

250 #####
    ###...###
    ##.....#
    ##@#@#@.#
    ##.#p*..##
    255 ##.#.#o##
    #.....##
    #...#...##
    #####

260
    level_select_point

    #####
    #####..##
    265 #.*...*...##
    #.#..o#.#.
    #..o.#op.#
    ##*#.@...#
    ##...#####
    270 #####

MESSAGE Thank you for playing the game.

```

想要做自己的游戏，先得学会复刻已有的小游戏。做了点尝试。

小技巧：制造边缘砖块的方式（堆叠）以及关卡编辑器中可以使用特殊符号来形象表达，比如LUMirror 。

```

title Demake of ORBOX B
author Xiaoxiang Zhou
homepage http://home.ustc.edu.cn/~xx352229/
background_color #222323
5 text_color #f0f6f0
  (color_palette 3)
verbose_logging (for better debug)
youtube CKAc3nYEatw
enable_level_select
10 (realtime_interval 0.15 (automove)
  again_interval 1 (The amount of time it takes an 'again'
    event to trigger. We won't use it.)
  key_repeat_interval 0.10 (hold one key))
noaction
=====
15 OBJECTS
=====

Background
green lightgreen  darkgreen
20 00000
  10000
  00010
  00000
  01000
25 Target
  DarkBlue
  .....
  .000.
30 .0.0.
  .000.
  .....

BombObstacle
35 gray
  00000
  00000
  00000
  00000
40 00000

```

```
Wall
BROWN DARKBROWN
45 11111
    01000
    11111
    00010
    11111
50
WallL
Black
0....
0....
55 0....
    0....
    0....

WallR
60 Black
    ....0
    ....0
    ....0
    ....0
65 ....0

WallU
Black
00000
70 .....
    .....
    .....
    .....

75 WallD
    Black
    .....
    .....
    .....
80 .....
    00000

Wall2
red
85 0...0
    .0.0.
```

```
..0..
.0.0.
0...0

90  Player
    darkblue red BLACK
    .000.
    .000.
95  11111
    .111.
    .2.2.

    Crate
100 orange
    00000
    0...0
    0...0
    0...0
105 00000

    LUMirror
    BROWN LightBlue
110 ....0
    ...10
    ..110
    .1110
    00000
115

    URMirror
    BROWN LightBlue
    0....
    01...
120 011..
    0111.
    00000

    RDMirror
125 BROWN LightBlue
    00000
    0111.
    011..
    01...
130 0....
```



```

DLMirror
BROWN LightBlue
00000
135 .1110
    ..110
    ...10
    ....0

140 Bomb
    blue white
    00000
    01110
    01110
145 01110
    00000

Teleport
blue purple black
150 00000
    01110
    01210
    01110
    00000

155 Initial
transparent

Shiftbomb
160 transparent

=====
LEGEND
=====

165

WallOutline = WallU or WallD or WallL or WallR
Obstacle = Wall or Wall2 or BombObstacle or Bomb
Mirror    = LUMirror or URMirror or RDMirror or DLMirror
170 Solid = Obstacle or Mirror

. = Background
# = Wall
P = Player and Initial
175 * = Crate
    O = Target

```

```

g = BombObstacle and Target
d = Wall2
B = Bomb
180 t = Teleport

=====
SOUNDS
=====
185 Sfx0 73682502 (die)
    sfx1 74413905 (mirror)
    sfx2 89661502 (explosion)
    sfx3 63441708 (walk)
    sfx4 29985308 (teleport)
190 Sfx10 77515308 (test)
    EndLevel 123413
    =====
    COLLISIONLAYERS
    =====
195
    Background
    Mirror, Target, Teleport
    Player, Crate, Obstacle
    (for beauty)
200 WallL
    WallR
    WallU
    WallD
    Initial
205 Shiftbomb

=====
RULES
=====
210 (Initial setting)
    (Editing convenience: Automatically add outlines to walls)
    [Initial][ WallOutline ] -> [Initial][ ]
    up    [Initial][ Wall | No Wall ] -> [Initial][ Wall WallU |
        ]
    down  [Initial][ Wall | No Wall ] -> [Initial][ Wall WallD |
        ]
215 left  [Initial][ Wall | No Wall ] -> [Initial][ Wall WallL |
        ]
    right [Initial][ Wall | No Wall ] -> [Initial][ Wall WallR |
        ]
    [Initial] ->[]

```

```

(begin every step)
220 (Test if player touches the Bomb)
    [ > Player | Bomb ] -> [ Player| ] sfx2

    (Go directly, for a loop)
225 (Here stationary is important. Without it the LUMirror can
    also move. And the Mirrors must be near the wall.
    Otherwise the player would go across the mirror. And be
    careful that never make a loop with mirrors and
    teleports!)
    right [ > Player | LUMirror] -> [ |up Player stationary
        LUMirror ] sfx1
    +down [ > Player | LUMirror] -> [ |left Player stationary
        LUMirror ] sfx1
    +left [ > Player | URMirror] -> [ |up Player stationary
        URMirror ] sfx1
    +down [ > Player | URMirror] -> [ |right Player stationary
        URMirror ] sfx1
230 +left [ > Player | RDMirror] -> [ |down Player stationary
        RDMirror ] sfx1
    +up [ > Player | RDMirror] -> [ |right Player stationary
        RDMirror ] sfx1
    +right [ > Player | DLMirror] -> [ |down Player stationary
        DLMirror ] sfx1
    +up [ > Player | DLMirror] -> [ |left Player stationary
        DLMirror ] sfx1
    (now move on)
235 + [ > Player| no Obstacle no Mirror] -> [ |> Player ] (
    better if one can wait for some time)
    (Teleport)
    + [> Player Teleport][Teleport no Player] ->[Teleport][
        Teleport > Player] sfx4
    (stop)
    + [ > Player| Obstacle] -> [ Player|Obstacle] sfx3
240 (win condition)
    + [Player Target] -> [stationary Player Target]win

    random [Bomb][BombObstacle] -> [Bomb][BombObstacle
        Shiftbomb]
245 [BombObstacle no Shiftbomb] -> []
    [Shiftbomb] -> []
    late [ Player | Wall2 ] -> restart sfx0

```

```

(Here I want to wait several seconds to restart)
=====
250 WINCONDITIONS
=====

=====
LEVELS
255 =====

MESSAGE I make no claim for the original.

LEVEL_SELECT_POINT Level 1
260 MESSAGE Level 1

dddddddddddddd
d.....d
265 d....#. ....d
d.....#. .d
d..#. ....d
d.....#.d
d....p#. ....d
270 d.0.....d
d.#.....d
d.....#. .d
d...#. ....d
d.....d
275 dddddddddddd

LEVEL_SELECT_POINT Level 2
MESSAGE Level 2
dddddddddddddddddd
280 d.....d
d.....#. ....d
d.....#. .d
d...##. ....d
d.#..#. ....o.d
285 d.....p#. ....d
d.....#. .d
d.....#. .d
d..#. ....#. .d
d.....#. .d
290 d.....d
dddddddddddddddddd

```

	LEVEL_SELECT_POINT	Level 3
295	MESSAGE Level 3	<pre> ddddd d.....d d.....###.....d d.....#...#.....d d.....#...d d..####...#b...d d.p.bbb..bb#b.o#d d..####...#b...d d.....#...d d.....#...#.....d d.....###.....d d.....d ddddd </pre>
310	LEVEL_SELECT_POINT	Level 4
315	MESSAGE Level 4	<pre> ddddd d.....d d..#.....d d.....#.....d d.....#.....d d.....#.....d d..#.....d d..#.....#p...d d.....#.....d d....#.....d d.....#.#.....d d.....#..d d.....#.....d d...#.....d d....o...#.....d d.....#.#..d d.....#.....d d...#.....d d.....#.....d d.....d ddddd </pre>
320		
325		
330		
335	LEVEL_SELECT_POINT	Level 5
	MESSAGE Level 5	<pre> ddddd d.....d d.....###.d </pre>

```

d....#.....##.##.d
d.bb.....b...#..#.d
340 d.bb..p..b.....g....d
d.....#...#.d
d.....##.##.d
d...#...#.....d
d...#####.....d
345 d.....d
ddddd
LEVEL_SELECT_POINT Level 6
MESSAGE Level 6
350 dddd
d.....d
d.....#....d
d.....#....d
d..#.....d
355 d....bbb.#o..d
d....bpb.#...d
d....bbb...#.d
d.#.....d
d.....#.#....d
360 d.....#....d
d....#.....d
d.....d
ddddd
365 LEVEL_SELECT_POINT Level 7
MESSAGE Level 7
ddddd
d.....d
d.#####.....d
370 d.###...#.....d
d.#.....#.....d
d.#.....#....d
d.##...#.....o.....d
d.###.##....#####.d
375 d.....###...#.d
d.##.....#p.#....#.d
d.#..t...###...t...#.d
d.....#.#...#....#.d
d.#.....#.#####.###.d
380 d.##...##....####.d
d.....d
ddddd

```

```

LEVEL_SELECT_POINT What?
385 MESSAGE That's just a test, not a game!
    ... ##... #
    ...g ## .t.
    ...####...
    ##..####.. #
390 .# . ## ###
    .###... ####
    .# .bbb#####
    .#.bbbbbb...
    .# .bbb.....
395 .#####.
    .## ...p.t..
    .## .....

400

MESSAGE Thank you for playing the game.

```

以下是黎曼面版本的 2048.

```

title ramified 2048
author Xiaoxiang Zhou
homepage http://home.ustc.edu.cn/~xx352229/
youtube CKAc3nYEatw
5 verbose_logging (for better debug)
noaction
flickscreen 13x6
(
ref:
10 https://dario-zubovic.github.io/PuzzleScript/play.html?p=
    e6e4b858fb96486f5d91f390b640345b
    https://gist.github.com/tinjoonatan/
    ada1f82d7a51bad137083c4133ad4fc2
)
=====
OBJECTS
15 =====

Background
lightblue

```

```
20 wall
   green red
   1.0.1
   .1.1.
   0.1.0
25 .1.1.
   1.0.1

   1
   white lightgrey
30 00000
   00000
   00100
   00000
   00000
35
   2
   white grey
   00000
   00100
40 00000
   00100
   00000

   3
45 white darkgray
   00000
   01000
   00100
   00010
50 00000

   4
   white black
   00000
55 01010
   00000
   01010
   00000

60 5
   white darkblue
   00000
   01010
   00100
```



```
65 01010
   00000

   6
   white blue
70 00000
   01010
   01010
   01010
   00000

75 7
   white lightblue
   00000
   01010
80 01110
   01010
   00000

   8
85 white lightred
   00000
   01110
   01010
   01110
90 00000

   256
   white red
   00000
95 01110
   01110
   01110
   00000

100 512
   white darkred
   00000
   01110
   01110
105 01110
   00000

   1024
   white orange
```

```
110 00000
    01110
    01110
    01110
    00000
115 2048
    white yellow
    00000
    01110
120 01110
    01110
    00000

    glow
125 yellow
    00000
    0...0
    0...0
    0...0
130 00000

    glow2
    orange
    00000
135 0...0
    0...0
    0...0
    00000

140 overabove
    blue
    00000
    .....
    .....
145 .....
    .....

    reach256
    transparent
150 reach512
    transparent

    reach1024
```

```
155 transparent

    copy1
    transparent

160 copy2
    transparent

    vert
    transparent

165 didmove
    transparent

    specialcase
170 transparent

    (To fix the screen)
    nouseplayer
    green red
175 1.0.1
    .1.1.
    0.1.0
    .1.1.
    1.0.1
180 =====
    LEGEND
    =====

    Player = 1 or 2 or 3 or 4 or 5 or 6 or 7 or 8 or 256 or 512
           or 1024 or 2048 or nouseplayer
185

    . = Background
    # = wall
    ? = nouseplayer
190 c = copy1
    d = copy2
    o = overabove and specialcase and reach256 and reach512 and
       reach1024
    s = specialcase
    =====
195 SOUNDS
    =====
```

```
sfx0 35354707
sfx1 50561103
200 sfx2 36214503
sfx3 78336708
endgame 11111111111111111111111111111111
endlevel 63354508

205 =====
COLLISIONLAYERS
=====

Background
210 Player, wall
c,d
vert
glow, glow2
overabove
215 didmove
specialcase
reach256
reach512
reach1024
220 =====
RULES
=====
(indication)
random[up Player]->[up Player vert]
225 random[down Player]->[down Player vert]
(If one put the vertical arrow, than switsch copy1 and
copy2)
random [vert][copy1][copy2] -> [vert][copy2][copy1]

230 [ > player | no Player no wall] -> [ | > player didmove]

[ > 1 | 1 ] -> [ | 2 didmove ]
[ > 2 | 2 ] -> [ | 3 didmove ]
235 [ > 3 | 3 ] -> [ | 4 didmove ]
[ > 4 | 4 ] -> [ | 5 didmove ]
[ > 5 | 5 ] -> [ | 6 didmove ]
[ > 6 | 6 ] -> [ | 7 didmove ]
[ > 7 | 7 ] -> [ | 8 didmove ]
240 [ > 8 | 8 ] -> [ | 512 didmove ]
[ > 512 | 512 ] -> [ | 1024 didmove ]
```

```

[ > 1024 | 1024 ] -> [ | 2048 didmove ]

245 (horizontal move --- copy1 to copy2)

[copy1 Player][copy2] -> [copy1 Player][copy2 Player]
+ [copy1 no Player][copy2] -> [copy1 no Player][copy2 no
  Player]
250 + right[copy1|]->[|copy1]
+ right[copy2|]->[|copy2]

random down [copy1|] ->[|copy1]
random down [copy2|] ->[|copy2]

255 [copy1 Player][copy2] -> [copy1 Player][copy2 Player]
+ [copy1 no Player][copy2] -> [copy1 no Player][copy2 no
  Player]
+ left[copy1|]->[|copy1]
+ left[copy2|]->[|copy2]

260 random down [copy1|] ->[|copy1]
random down [copy2|] ->[|copy2]

[copy1 Player][copy2] -> [copy1 Player][copy2 Player]
265 + [copy1 no Player][copy2] -> [copy1 no Player][copy2 no
  Player]
+ right[copy1|]->[|copy1]
+ right[copy2|]->[|copy2]

random down [copy1|] ->[|copy1]
270 random down [copy2|] ->[|copy2]

[copy1 Player][copy2] -> [copy1 Player][copy2 Player]
+ [copy1 no Player][copy2] -> [copy1 no Player][copy2 no
  Player]
+ left[copy1|]->[|copy1]
275 + left[copy2|]->[|copy2]

(twist)
random right [copy1||||] ->[||||copy1]
random right [copy2|||||||||] ->[|||||||||copy2]
280 random [copy1 Player][copy2] -> [copy1 Player][copy2 Player
  ]

```

```

random [copy1 no Player][copy2] -> [copy1 no Player][copy2
no Player]
random right [copy1|] ->[|copy1]
random right [copy2|] ->[|copy2]
random [copy1 Player][copy2] -> [copy1 Player][copy2 Player
]
285 random [copy1 no Player][copy2] -> [copy1 no Player][copy2
no Player]
random up [copy1|] ->[|copy1]
random up [copy2|] ->[|copy2]
random [copy1 Player][copy2] -> [copy1 Player][copy2 Player
]
random [copy1 no Player][copy2] -> [copy1 no Player][copy2
no Player]
290 random left [copy1|] ->[|copy1]
random left [copy2|] ->[|copy2]
random [copy1 Player][copy2] -> [copy1 Player][copy2 Player
]
random [copy1 no Player][copy2] -> [copy1 no Player][copy2
no Player]

295 (second twist)
random right [copy1||||||] ->[||||||copy1]
random right [||||||copy2] ->[copy2||||||]
random [copy1 Player][copy2] -> [copy1 Player][copy2 Player
]
random [copy1 no Player][copy2] -> [copy1 no Player][copy2
no Player]
300 random right [copy1|] ->[|copy1]
random right [copy2|] ->[|copy2]
random [copy1 Player][copy2] -> [copy1 Player][copy2 Player
]
random [copy1 no Player][copy2] -> [copy1 no Player][copy2
no Player]
random down [copy1|] ->[|copy1]
305 random down [copy2|] ->[|copy2]
random [copy1 Player][copy2] -> [copy1 Player][copy2 Player
]
random [copy1 no Player][copy2] -> [copy1 no Player][copy2
no Player]
random left [copy1|] ->[|copy1]
random left [copy2|] ->[|copy2]
310 random [copy1 Player][copy2] -> [copy1 Player][copy2 Player
]

```

```

random [copy1 no Player][copy2] -> [copy1 no Player][copy2
    no Player]

(return)
315 left[copy1]]->[|copy1]
    + left[copy2]]->[|copy2]
    random up [copy1|]] ->[|||copy1]
    random up [copy2|]] ->[|||copy2]

320 (If one put the vertical arrow, than switsch back copy1 and
    copy2)
    random [vert][copy1][copy2] -> [vert][copy2][copy1]
    (destroy indicator)
    [vert]-> []

325 [glow] -> []
    random [ no Player no wall ][Player didmove] -> [glow][
        Player] sfx0
    [didmove]->[]
    [reach256][256]->[] [256]sfx1
    [reach512][512]->[] [512]sfx2
330 [reach1024][1024]->[] [1024]sfx3

    up [glow specialcase|]]->[glow specialcase|]|glow2]
    down [glow specialcase|]]->[glow specialcase|]|glow2]
    left [glow2 specialcase|]]->[glow2 specialcase|]|
        glow]
335 right [glow2 specialcase|]]->[glow2 specialcase|]|
        glow]
    [glow2]->[]

    up [glow no specialcase|]]->[glow|]|glow]
    down [glow no specialcase|]]->[glow|]|glow]
340 [glow] -> [glow 1]

    =====
    WINCONDITIONS
    =====

345 some 2048

    =====
    LEVELS
350 =====

```

```

Message Welcome to the twisted world!

Message The original version of 2048 is here: https://gist.
github.com/tinjoonatan/ada1f82d7a51bad137083c4133ad4fc2
355
Message Here you would have a brand new experience of the
      game 2048. It's simpler since there are more spaces for
      you to move.

Message Now enjoy it!

360 ?#####
      #c8...###....#
      #....###....#
      #..oo###..oo#
      #..ss###..ss#
365 #####
      #d8...###....#
      #....###....#
      #..ss###..ss#
      #..ss###..ss#
370 #####

Message Congratulations!

375 Message You can make more games on this special twisted
      world! It's a special Riemann surface with constant zero
      curvature.
Message If you think that is easy, then try this one!

      ?#####
380 #c8#...###..#.#
      #....###....#
      #..oo###..oo#
      #.#ss###.#ss#
      #####
385 #d8#...###..#.#
      #....###....#
      #..ss###..ss#
      #.#ss###.#ss#
      #####
390

```



Message Congratulations! You **finally** figure it out!

## 8. POV-RAY

8.1. **安装 + 初始代码.** POV-Ray 是一款依赖代码的 3D 建模软件, 免费开源, 目前个人感觉是”3D 版本的 Tikz”” 一款能够在短时间内持续追踪光线视觉, 产生高质量计算机图像的工具。” from here.

程序对大小写敏感。

一些特殊符号:

```
o=<0,0,0>, x=<1,0,0>, y=<0,1,0>, z=<0,0,1>, u=<1,0>, v
    =<0,1>.
sqrt(a), pi, pow(a,n) sin(radians(90)), degrees(atan2(1,1))
```

8.2. **基本逻辑.** 基本几何体请参考[这里](#)。

透明背景设置

superellipsoid 可以画圆角圆柱和方体。

8.3. **调试.** 单行注释使用两斜杠//, 多行注释使用/\*注释\*/。对于.ini 文档, 单行注释使用分号;。

关于输出请参考此文档。

8.4. **参考文档.** 官方文档、视频教程、本地 demo、动画效果

POV-Ray 的经典实例是维度: 数学漫步。另外也可以参考Mathematical Imagery.

关于 3D 建模还有很多优秀的软件, 比如:

- solidwork: 曾经尝试过, 后来删了
- 3DMax: 实例可以参考GM 的建模基地。但是收费。
- blender: 免费开源, 似乎是 3DMax 的高级替代品, 依赖快捷键。

如果我有一台优质的电脑、时间 (没书读时) 和精力那我也会尝试下。现在就算了。

8.5. **(想保留的) 例子.** 这个例子实现了杯子的旋转动画, 并制作了一个好的坐标轴。

```
// POV-Ray Scene File "begin.pov"
// by Friedrich A. Lohmueller, Jan-2013, now Xiaoxiang Zhou
//-----
global_settings{assumed_gamma 1.0}
5 //##default{ finish{ ambient 0.1 diffuse 0.9 }}
//-----
```

```

#include "colors.inc"
#include "textures.inc"
10 #include "woods.inc"
//-----
// camera -----
camera{
    location <25,25,25>    //best: <25,25,25> <10,-25,25>
15    right -x*image_width/image_height
    sky    <0,0,1>    //see the sky
    look_at <0,0,0>
    angle 22
}
20 // sun -----
light_source{
    <25,25,25>,
    White
    shadowless
25 }
// sky -----
sky_sphere{
    pigment{
        gradient z-3
30    color_map {
        [0 color White]
        [0.95 color Blue]
        [1 color White]
    }
35
    scale 2
    translate <0,0,1>
}
}
40 // axis arrows -----
cone {
    6*x, .1, 6.5*x, 0
}
cone {
45    6*y, .1, 6.5*y, 0
}
cone {
    6*z, .1, 6.5*z, 0
50 }

// axis -----

```

```
55 cylinder {
    -6*x, 6*x, .021
    pigment{ Black}
    finish {ambient .3}
}
cylinder {
    -6*y, 6*y, .021
    pigment{ Black}
60    finish {ambient .3}
}
cylinder {
    -6*z, 6*z, .021
    pigment{ Black}
65    finish {ambient .3}
}
// grid -----
#for (i,-5,5,1)
cylinder {
70    <i,-5,0>, <i,5,0>, .02
    pigment{ Grey}
    finish {ambient .3}
}
cylinder {
75    <-5,i,0>, <5,i,0>, .02
    pigment{ Grey}
    finish {ambient .3}
}
#end
80
text {
    ttf "timrom.ttf" "x" 0.05, 0
    pigment { Black }
85    translate -0.25*x
    rotate<90,0,180>
    translate 6*x-0.8*z
}
text {
90    ttf "timrom.ttf" "y" 0.05, 0
    pigment { Black }
    translate -0.25*x
    rotate<90,0,90>
    translate 6*y-0.8*z
95 }
text {
```

```

    ttf "timrom.ttf" "z" 0.05, 0
    pigment { Black }
    translate -0.25*x
100    rotate<90,0,135>
        translate 6*z-0.8/sqrt(2)*x+0.8/sqrt(2)*y
    }

    difference{
105 union {
    sphere_sweep {
        b_spline
        7,
        <.7,2.2,0>, .8
110        <1.5,.5,0>,.3
        <3.1,.5,0>,.3
        <3.8,2.4,0>,.3
        <3.1,4.1,0>,.3
        <1.5,4.1,0>,.3
115        <.7,2.6,0>,.8
        texture{
        pigment{ Grey}
        finish { phong 1}
    }
120    finish {ambient .3}
        scale <1,1,2.5>
    } //cup
    cylinder{
        <0,0,0>, <0,4.75,0>,2
125
        scale 1/4.75

        texture{
        pigment{ Grey}
130        finish { phong 1}
    }
        scale 4.75
        finish {ambient .4}
        rotate<0,-60,0>
135    }
    } //end of union

    cylinder {
        <0,.2,0>, <0,4.9,0>, 1.8
140        texture{
        pigment{ Grey}

```

```

    finish { phong 1}
  }
    finish {ambient .3}
145 }
rotate<90,0,360*clock>
} //end of difference

```

我们还需要.ini 文档才能够生成动画。

```

; Persistence Of Vision raytracer version 3.7 example file.
2 Antialias=On

Antialias_Threshold=0.1
Antialias_Depth=2
Input_File_Name=begin.pov
7
Initial_Frame=1
Final_Frame=30
Initial_Clock=0
Final_Clock=1
12
Cyclic_Animation=on
Pause_when_Done=off

```

8.6. **Tasks.** 制造一个基本对象集，以及基本操作。

## 9. 前端,SUBLIME

9.1. **安装 + 初始代码.** 前端没有啥好说的,我所理解的就是 html+css+javascript. 初学者用记事本就可以了,我目前用的是 sublime, 原因请参考这个教程. 代码技术主要参考的是W3(英文版)、Web 技术教程.

9.2. **非初等但是值得学习的库.**

- Apache ECharts: 一个基于 JavaScript 的开源可视化图表库，不过这里的图表限定范围较窄。

## 10. 电脑快捷键 (中级)

部分参见Chrome 快捷键。

- ctrl+win+left: 切换桌面
- alt+(shift)+tab: 切换任务栏上的程序
- ctrl+(shift)+tab: 切换标签页

- win+D: 显示桌面
- win+left: 页面占左半边
- win+R: 调出运行窗口

## 11. 正则表达式

正则表达式可以大幅提升搜索和修改代码的效率。

```
1 .{0,100}(?=\d{0,3};\d{0,3}m\n);\d{0,3});(\d{0,3})m\n
```

11.1. 参考文档. 推荐B 站视频。与之配套的练习。

你可以在regexr中测试。

## 12. 热键设置 (AUTOHOTKEY)

这是一款开源软件。为了 Hackergame 的脚本，同时我猜会大幅度提高打代码的速度。我想可以实现快速打笔记的功能？

12.1. 调试. 注释使用分号;。

12.2. 参考文档. 官方文档. ;

12.3. (想保留的) 例子. 这个例子模拟鼠标和键盘，使用了条件和循环语句。最后成功的版本：

```
#MaxThreadsPerHotkey 3
^j::
#MaxThreadsPerHotkey 1
if KeepWinZRunning
5 {
    KeepWinZRunning := false
    return
}
KeepWinZRunning := true
10 rand := 0
Loop
{
    MyNumber := rand . ".233.233.233"
    Click, 1751 91 1
    15 Sleep, 120
    Click, 74 74 2
    Sleep, 50
    Send, %MyNumber%
    Sleep, 70
    20 Click, 429 346 2
```

```

        Sleep, 80
        Send, %MyNumber%
        Sleep, 40
        Click, 587 747 1
25      ;Click, 1073 31 1
        Send ^{Click 387 437 1}
        Sleep, 60
        rand += 1
        if not KeepWinZRunning
30          break
    }
    KeepWinZRunning := false
    return

```

12.4. **Tasks.** 通过该软件创建一个 L<sup>A</sup>T<sub>E</sub>X 的脚本，要求：

- 自动翻译 iff, SES, LES, mfd, rep...
- 长段代码如 equ+aligned
- 只在打开 TeXstudio 时生效 (使用 IfWinActive+Window Spy)

通过该软件创建一个脚本，要求：

- 自动打开日常软件
- 将其放入开机启动项

已完成，代码如下：

```

#IfWinActive, ahk_class Qt5QWindowIcon
2  ::SES::short exact sequence

    ::LES::long exact sequence

    ::TFAE::the following are equivalent:
7  ::iff::if and only if

    ::st::such that

12  ::eg::for example

    ::wrt::with respect to

    ::wlog::without loss of generality
17  ::ptc::particular

```

```

::geo::geometry
22 ::cont::continuous

::diff::differential

::sm::smooth
27 ::mfld::manifold

::nbhd::neighbourhood

32 ::lb::line bundle

::mlb::metrized line bundle

::vb::vector bundle
37 ::cplx::complex

::RS::Riemann surface

42 ::AG::algebraic geometry

::agc::algebraic geometric

::AV::abelian variety
47 ::AR::Auslander-Reiten

::ARtr::Auslander-Reiten translation

52 ::ARth::Auslander-Reiten theory

::ARs::Auslander - Reiten sequence

::ARq::Auslander - Reiten quiver
57 ::ell::elliptic curve

::Weq::Weierstrass equation

62 ::proj::projective ;be careful for projection

::inj::injective

```



```

67  ::emb::embedding

    ::fct::function

    ::fctor::functor

72  ::iso::isomorphism

    ::irr::irreducible

    ::ind::indecomposable

77  ::adm::admissible

    ::rep::representation

82  ::repe::representable

    ::Archi::Archimedean field

    ::sign::Best wishes,`n`nXiaoxiang Zhou

87  ::sym::symmetric

    ::corrg::corresponding ;be careful for correspondence

92  ::corre::correspondence

    ::sset::simplicial set

    ::LLC::local langlands correspondence

97  ::align:: ;超长变换,我的Texstudio还是有些问题
    (
    \begin{equation*}
    \begin{aligned}
102  =\;&\& \\\
    )

    ::draw:: ;Texstudio如何原样打出?
    (
107  \begin{figure}[ht]
        \vspace{0cm}
        \centering

```

```

\includegraphics[width=12cm]{}
\label{fig:}
112 \caption{}
\end{figure}
)

::minipage::
117 (
\begin{figure}[th]
\begin{minipage}[t]{.48\textwidth}
\centering
\includegraphics[width=\textwidth]{}
122 \label{fig1}
\end{minipage}
\begin{minipage}[t]{.48\textwidth}
\centering
\includegraphics[width=1\textwidth]{}
127 \label{fig2}
\end{minipage}
\caption{}
\end{figure}
)
132 ^+c:: ;注释
send ^c
sleep, 200
clipboard=%clipboard%
137 tooltip, %clipboard%
sleep, 500
tooltip,
return

142 ::||:: ;临时符号
(
\norm{\cdot}
)

147 ::CLm::Chambert-Loir measure

::dps::\displaystyle

::comm diag::commutative diagram
152 ::reso::resolution

```

```

::pfv::partial flag variety
157 ::qpfv::quiver partial flag variety

::qgr::quiver Grassmannian

::dv::dimension vector
162

::msm::minimal sectional mono

#IfWinActive
^j::
167 Run, "F:\hide\Snipaste\Snipaste.exe"
Run, "F:\hide\WiFi 共享大师\WiFiMaster.exe"
return

```

### 13. 其他

这里收集乱七八糟的材料，以后说不定可以单独搞个文件。

#### 13.1. 数学的可视化. 这里以四维空间为例。

可以参考Andrew J. Hanson 的主页，也可以参考Github 中的项目(这里有很多可以了解到的就不引用了)。

脑洞：参考四维截面游戏，我们是否可以做个四维版本的小球进洞？4D的根系能不能相对容易地展示？

#### 13.2. 数学与游戏. 脑洞：搞个 Riemann surface 的世界，在介绍这个世界的时候以神的旨意来介绍相关概念

1. 安装Unity
  2. 用sublime配置unity
  - 3 3. 制作横版跳跃游戏，包含：
    - 场景/人物/交互/动作(左右动，跳跃，蹲)/人物动画
  4. 制作贪吃蛇游戏，熟悉代码(无边框，不蠢，带格子)
  5. 制作扭结+贪吃蛇游戏
  6. 制作黎曼面游戏(两点)
  - 8 方程
    - 游戏类型：找不同？横版跳跃？迷宫？五子棋(4/3子棋，粘附5/4/3子棋)？围棋(扭羊头游戏)？跳棋？空间爬行？扭结+贪吃蛇？塔防？数独？数回？华容道？ORBOX B?(这玩意可以做成三维版本！4维就有点难了)(mini metro？连连看？泡泡龙？消砖块？2048？推箱子？其他的Nikoli Puzzles？)
- 简易示意图

可能引入的概念:Laurent展开/同调群、基本群的概念(在数回中,请使得最后画出的曲线表示基本群不平凡但是同调群不平凡)/覆盖,万有覆盖,deck transformation(华容道简化难度:允许deck transformation将区块变换至另一个基本区域中相同的位置;或者,我们允许上下粘接)/曲率/曲率驱动游戏/descent(数独解何时能成为更小的黎曼面的解)

视角:收敛区域视角(遮罩圆形)、星形区域视角、基本区域视角、万有覆盖视角、第一人称视角、二维3D视角(视角需要通过"培训+考试"解锁)

13

虚拟对话

-宇宙到底是啥?(永远都到达不了的点是否真的存在?-black hole 宇宙是几维的?2+3(颜色)+1(时间)如何测量时间,or时间的流逝是否是均匀的?)

-自由意志(我可以自由地说我想说的东西,而你的输入却受到限制)

-表达自己想做却做不到的事

18

-对数学的热爱

脑洞:利用扭结来制作游戏,例如“贪吃蛇”。需要的时候考虑离散化,也可以考虑离散版本的 Reidemeister moves。游戏制作的难点在于如何判定成功(好的 Goal 是啥。很难去说明一个扭结和另一个扭结等价)扭结的相关知识可参考这个视频。Ballance 如果能添加磁场和电场,考虑带电小球(不考虑电磁感应)的话就是高中物理的必玩游戏了。

13.3. 数学论文自检流程. 这里列出自己常见的语法/格式错误清单,以期在下次能减少错误。

- 标点

- 人名之间用-
- footnote 写在标点之后
- 中文文档:同一全半角
- 引号的修改
- 行间公式末尾句号,图表整句标题末尾句号

- 排版

- 证明符号前移<sup>6</sup>
- 开头大写,包括图表整句标题、环境后标题

13.4. 数学相关句子模板. 这里收集“啊我之前不知道咋表达,这就是我当时卡住的时候可以用的句子!”的外文句子。绝对是原创的。

<sup>6</sup>可以使用\belowdisplayskip=-12pt 或者 align\* 环境中的\qedhere 达成目标

```
1
casual expression:
whizz through
take it for granted
6 Many of them are better at faking it.
Students have to learn how to properly write down a proof
    and everything. So one has to do important pedagogical
    work and teach them, how to do this.
eagle eye viewer
plunge onward to
insanely general
11 wrap up the current discussion
One small wrinkle
get things off the ground
the third of a sequence of courses ... is teaching
I'm not sure I can jump on the train without toiling so
    much
16 lines of inquiry
Perhaps me saying something stupid will encourage an expert
    to weigh in

refer to:
The main references for the material covered in this
    section are ...
21 A more detailed overview of this chapter may be obtained by
    reading the introductions to the various sections.
More detailed treatments appear in ..., to which we will
    refer for proofs.
mimic the arguments for ...
We refrain from giving a more detailed introduction here
    and instead refer the reader to the table of contents as
    well as to the short introductions of the individual
    sections.
References for ... include the monograph ... and the more
    introductory account ...
26 The result of ... was catalyzed by reading...
follow a circuitous route
We include the ... argument here for convenience of
    exposition, and because the comparison with their
    constructions is interesting in its own right.
We refer to this theorem as the ... theorem.

31 Disclaimer:
```

minor errors and obscurities, a couple of significant  
 lapses  
 I am by far not a person with serious knowledge/  
 understanding of ..., thus in the ... I may oversimplify  
 /overcomplicate things, be inaccurate, or even wrong,  
 and miss subtelties.  
 I have actually been meaning to correct some typos for a  
 while and so I will hopefully do all these corrections  
 in the next few weeks.  
 All errors or inaccuracies are on my side.  
 36 We cannot assemble here the necessary apparatus from ...  
 theory.  
 use the most naive and explicit language without having to  
 sacrifice any essential ideas  
 Many of the topics in this ... have appeared elsewhere, or  
 belong to the mathematical folklore; it should not be  
 assumed that uncredited results are due to the author.  
 I felt that my students were not adequately prepared for  
 his text, and I wrote my notes with the hope to provide  
 this preparation.  
 is directed to non-experts or not-yet-experts  
 41 notations:  
 Beginning with..., only ... are considered.  
 shorthand  
 By an aesthetically desirable abuse of notation,  
 46 One word about the notation: for simplicity we often omit  
 ...  
 For notational reasons we usually extend the ... to (  
 negative indices) by defining ...  
 The term ... is a convenient, but temporary, expedient.  
 To save adjectives, if ... is described as ..., it is  
 implicitly assumed to be ...  
 Finally, a word about terminology.  
 51 However on many occasions it is natural or customary to  
 stay in ... mode when nonetheless one has ... in mind.  
 While for the most part this convention seems to work well,  
 it occasionally leads us to make extraneous ...  
 hypotheses in order to invoke ...  
 We try to flag this artifice when it occurs.  
 The following abuse of notation will prove handy:...  
 we can use the same definition in more general contexts,  
 for example, ...  
 56 allow us to state theorems more succinctly  
 clutter notation

As ... will appear frequently below, we stress that ... are  
always ... for us.  
It would be more customary to write ..., but this leads to  
inconsistent notation.  
Recap: recapitulation  
61 This assumption is for simplicity only  
A depends on b, but we suppress this from the notation  
by alliteration  
(in the same  
sense as for exceptional sequences)  
66 Although we'll only use standard properties of ..., let us  
recall a few definitions **for** the comfort of the reader.  
  
thanks:  
warm hospitality  
  
71 example **and** generalization:  
prototypical example  
By the same argument as the special case above, ...  
The arguments **in** ... carry over mutatis mutandis.  
provide a navigable route into the area with a complete **and**  
self-contained account of the case ...  
76 eschew **all** generality  
exploit special features to abbreviate/simplify the  
arguments  
tinker with the examples  
proceed similarly **in** general  
In fact, we would expect similar results to hold true **in**  
the case where ...  
81 Our arguments are **not** general enough to handle that case.  
There **is** a veritable legion of examples of categories which  
fit this paradigm: ...  
specialize to our case of main interest  
... generalizes ... **in** two directions: it works **for** ...,  
**and** moreover it deals with ... instead of ...  
  
86 technical problem:  
achieve some technical control  
Ceci nous contraint à prouver ... par une voie détournée  
It should be noted that even **if** one **is** interested only **in**  
..., the proofs often involve more general ...  
... are pivotal **in** this matter.  
91 For a rigorous definitions of ... we would need the notion  
of ..., which would take us too far away **from** the  
subject of ...

the entire difficulty **is** bundled **in** ...  
 It turns out that ... **is** inadequate to this role, ...  
 It **is not** strictly necessary to think only **in** the case of ...  
 ..., but it certainly allows one to ignore some technical difficulties.  
 address an issue  
 96 To keep the exposition brisk, we will postpone the more difficult proofs until ...  
 subtle distinction  
 the choice of ... **is** immaterial  
**for** highly non-formal reasons  
 The following lemma summarizes the abstract setup, **and** isolates the key **property** that we need to prove **in** our situation.  
 101 The theory of ... involves occasionally **long** computations. I moved several of them to the end of .... The reader may want to do some of them as exercises without looking first at these appendices.  
 A plethora of techniques has been applied to ...  
  
 ask **for** details:  
 106 I find there are a lot of cool ideas **in** your answers, but I would be grateful **if** you could be a bit more precise.  
 We believe that one could also carry out the proof of ... **in** the language of ..., but we have **not** investigated the details.  
  
 digression:  
 We now want to describe the ... This can be done **in** a more straightforward way, but we prefer to include a short digression **in** ... theory as this allows us to mention a general fact which **is in** the background of a later construction anyhow.  
 111 Nevertheless, the reader can skip this digression without loss of continuity **and continue** with ... instead.  
 Choosing a linear order **in** presenting the foundations **is** no easy task.  
 Fall into the purview of the above theorem  
  
 excitement/beauty:  
 116 The literature on ... **is** vast **and** often technical, but the underlying ideas are possessing of an undeniable beauty.  
 The excitement provoked by ... stimulated a period of intense **and** widespread activity.



convey the breadth and excitement of the ideas  
 At first sight, ... does not seem  
 very natural from a ... perspective. However, at least for  
 ..., ... is important from  
 121 ... perspective, since...  
 carve out a hierarchy  
 of full subcategories of ...  
 colloquially speaking  
 126 connect different areas:  
 unveils intricate links between  
 reveals connections between  
 is akin to the phenomenon of ...  
 is deeply intertwined with  
 131 give a bird's eye view on  
 waiting for classification:  
 equivalently(replace i.e.)  
 encyclopaedic knowledge of ...  
 136 In fact, the arguments used in the final part of this proof  
 , give the following result.  
 Let us unravel this definition a little.(after complicated  
 definition)  
 ... is pivotal in this matter./ ... play a pivotal rôle.  
 The arithmetic/information/structure of ... is encapsulated  
 in ...  
 encapsulate a significant amount of information concerning  
 ...  
 141 encapsulate subtlety  
 We point out the similarities and the differences whenever  
 appropriate.  
 There is also some degree of novelty in our treatment of  
 ...  
 ... contiennent les outils requis pour surmonter ces  
 difficultés.  
 give a sense of the directions in which the area is going.  
 146 there is nothing to be gained from specialization at this  
 stage  
 take it as a little rebus  
 whirlwind tour of ...  
 be enamored with  
 concrete paraphrase  
 151 To avoid any vicious circles, we use the following  
 elementary argument going back to ...  
 ..., if the following equivalent conditions are satisfied:

```

Let us discuss the contents in a nutshell.

brackets:
156 {}:curly set brackets
    ():round brackets
    []:square brackets
    <>:angle brackets

161 beginning words: Goals, Pros and Cons

```

另外关于英语语法, 可以参考天文物理类英文科技论文写作的常见问题.

### 13.5. 德语日常句子. 临时存储这里。

```

Ich bin pappsatt.
gesund bleiben / gesund sein
je ... desto ...
4 Nichts ist umsonst.
  Der Fisch war nicht üppig.
  Es war ein großer Reinfall!
  Wir müssen feststellen, inwiefern sich die Situation geä
    ndert hat.
  ums Leben kommen
9 Jeder ist seines Glückes Schmied.
  Unerhörtes ist geschehen.
  Große und unübersehbare Arbeit steht uns bevor.
  Wir müssen alle Kräfte anspannen, um ...
  eine Ausgleich zwischen ... und ... herbeigeführt haben
14 Damit wurden die Chancen, die ..., nicht wahrgenommen.
  auf ... angewiesen sein
  ... suchen die Wahrnehmung des Betrachters zu lenken.
  hetzend zur Arbeit begeben
  Es war auf Schritt und Tritt zu spüren, dass...

```

## REFERENCES

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