

# SEEMATH

math visualization website

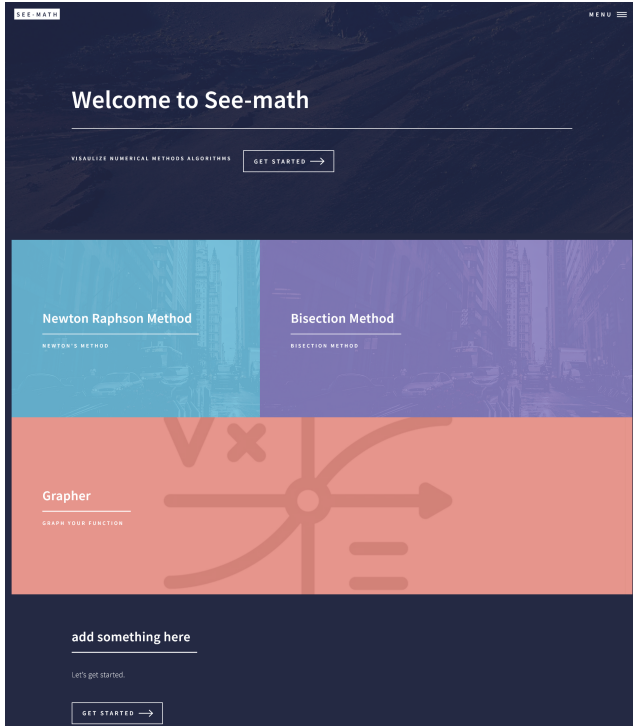
Group A

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December 17, 2022

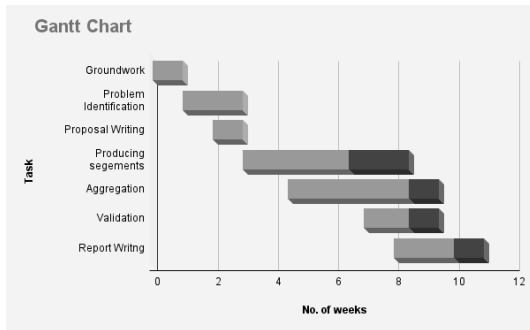
# Introduction

Static Website  
with  
Interactive  
Demos



# Timeline

Below figure shows the plan we had and how the workflow was executed.



**Figure:** **Gray:** Estimated duration; **Black:** Actual Duration

# Objectives

## Primary Objectives

- To be able to have step by step visualization for numerical method algorithms.
- To have a user interactive platform for teaching and learning aid.

## Secondary Objectives:

- Learn Web Development Framework including back-end and front-end.
- Learning to build mathematical animations and interactive plots.

# Demonstration

<https://see-math.github.io/>

# Features

Till date, the following features have been integrated on our website:

- Grapher : Plots the given function.
- Bisection Method
- Newton-Raphson Method
- A message form for interaction.

# Limitations

- Only Bisection method and newton raphson method upto now.
- Few edge cases need to be resolved.

# Future Plans

- Adding various methods and enhancing the current model.
- To explore the latest web technologies to build a highly functional future proof website with longevity built-in.
- Making the website as user friendly and interactive as possible.



# References and Acknowledgment