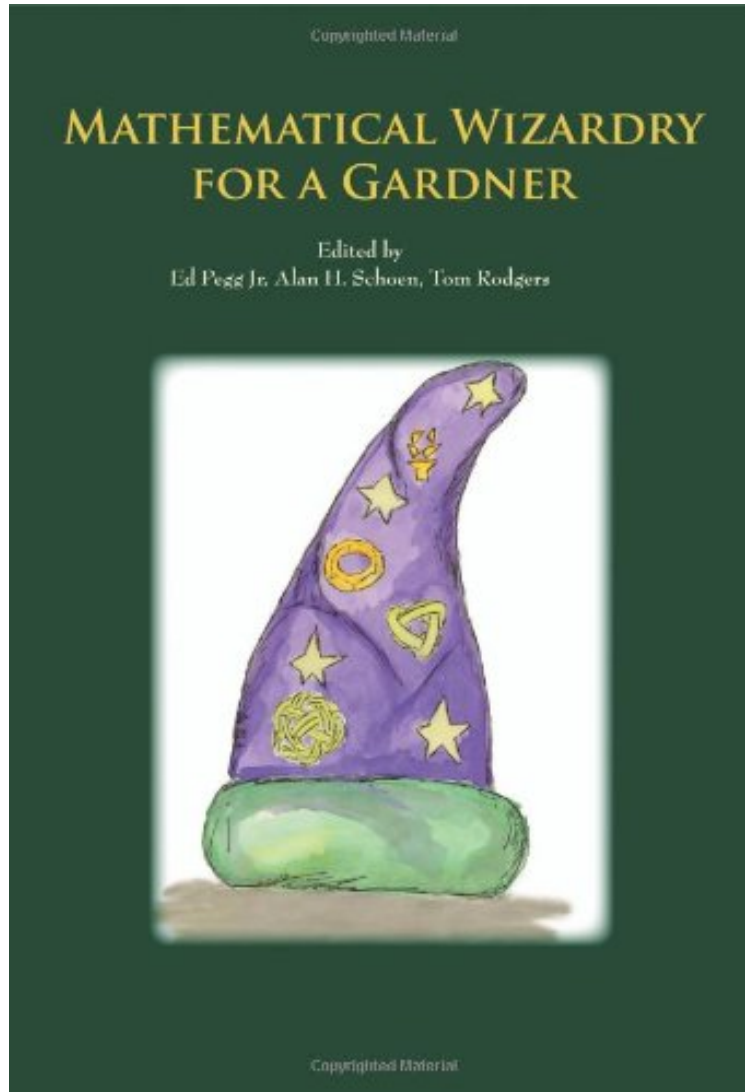


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## Mathematical Wizardry for a Gardner

*From Brand: A K Peters/CRC Press*

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**From Brand: A K Peters/CRC Press : Mathematical Wizardry for a Gardner** before purchasing it in order to gage whether or not it would be worth my time, and all praised Mathematical Wizardry for a Gardner:

In this volume, world-leading puzzle designers, puzzle collectors, mathematicians, and magicians continue the tradition of honoring Martin Gardner, who inspired them to enter mathematics, to enter magic, to bring magic into their mathematics, or to bring mathematics into their magic. This edited collection contains a variety of articles

connected to puzzles, magic, and/or mathematics, including the history behind given puzzles, solitaire puzzles, two-person games, and mathematically interesting objects. Topics include tangrams, peg solitaire, sudoku, coin-weighting problems, anamorphoses, and more!

This is the second volume of papers mostly based on oral presentations at the Seventh Gathering for (Martin) Gardner held in March, 2006 in Atlanta, GA. Following two essays by G. Chartrand and J. Farrell in memory of the late Frank Harary, there are 24 articles ... [with numerous] papers on geometry ... [and] other papers discuss[ing] recreations ... For two people, there is a game that can be used to establish that the closed unit interval is uncountable as well as two games on directed graphs. E. J. Barbeau, *Mathematical Spectrum*, June 2010 Anyone who enjoys learning about the mathematics behind problems will enjoy this book. ... *Mathematical Wizardry for a Gardner* poses interesting, engaging problems while also including an emphasis on post-high school mathematics. If you enjoy both, then this book is for you. Cynthia Taylor, *Mathematics Teacher*, May 2010 Most people enjoy puzzles, and it is only natural to feel good when you have solved a particularly difficult one. It is even more rewarding to invent a new puzzle that captivates the minds of the general public. Consequently, it comes as no surprise that there are groups of people who get together for the sole purpose of sharing new puzzles and new solutions to old puzzles. Gathering for Gardner (G4G) is just such a convention, and the contents of this book are from the seventh G4G (G4G7) conference. G4G conferences occur every two years to pay tribute to Martin Gardner, who rose to fame with his mathematical games columns in *Scientific American*. Since the book consists of 24 very different chapters, this review provides only a brief taste of what it has to offer. ... this fun book is a welcome change from the newspaper puzzles that I typically do on my way home from work. Bernard Kuc, *Computing Science*, January 2010 This volume collects 24 articles drawn from presentations given at a March 2006 meeting honoring Martin Gardner, who has played a large role in popularizing recreational mathematics ... The topics discussed are as broad as those that Gardner wrote about and include the mathematics of such puzzles and games as tangrams, peg solitaire, sudoku, coin-weighting problems, and anamorphoses. Book News Inc., September 2009 This book is the second of two volumes gathering most of the oral presentations delivered at the seventh of those conferences, held in 2006. ... some of the articles contain, strictly speaking, little mathematics; their subject could be more rightly labelled as puzzles, games, and other curious objects which are, however, likely to intrigue a mathematician, professional or amateur. ... This book is intended as recreational reading, and it is addressed to a very wide audience, including non-mathematicians and amateurs. Fabio Mainardi, *MAA Spectrum*, August 2009 About the Author Martin Gardner is well-known for his *Mathematical Games* columns in *Scientific American* (which have been gathered into many volumes). Not a mathematician by trade or schooling, he also wrote on many other subjects, such as magic, philosophy, pseudoscience, religion, and literature - he edited the popular *The Annotated Alice* (Lewis Carroll). At age 94, he is still pursuing his interests and is active in the recreational mathematics community