"Software" Review Topics

Presentations should be useful for the audience. Thus they should be more "practical" than "theoretical", and include a presentation of the software (where applicable).

1. **Agamyrat 3/4: PSTricks.** (General tool.) A tool to include graphics in LaTeX files.

   Starting point: Chapter 10 of the textbook.

2. **Jennifer 3/18: Beamer.** (General tool.) A LaTeX presentation tool.

   Starting point: Chapter 11 of the textbook.

3. **Monique 3/18: Logo**. (Elementary school–College.) A programming language for kids.

   Starting point: Wikipedia entry for "Logo (programming language)"

4. **Melissa 3/25: LEGO Mindstorms.** (Middle school–College.) Robotics.

   Starting point: Need to have access to a Mindstorms package.

5. **Susana 4/1: Cinderella.** (College Geometry.) Geometry software for Euclidean and non-Euclidean geometry. Requires some knowledge of non-Euclidean geometry.

   Starting point: `http://www.cinderella.de/tiki-index.php`