

Using Iteration

Use Transform | Iterate as a time-saving way to repeat an action.

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Geometric Iteration

Suppose you rotate segment AB to form two sides of a 20-gon.

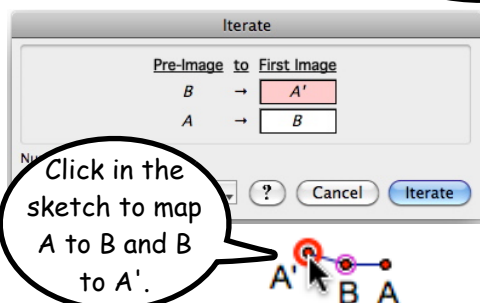
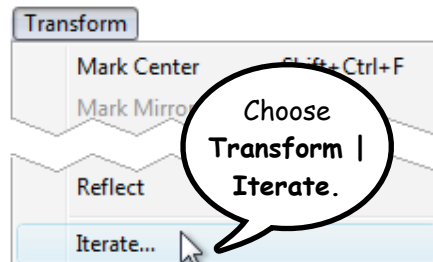
Angle = 162°

You could rotate 18 more times to finish.

Or you could just iterate your original rotation.

Select A and B.

Angle = 162°



The iteration creates three more sides.

With the iterated image selected...

press the + key until the 20-gon is finished.

Numeric Iteration

Start with two parameters, i and j.

i = 1.00
j = 1.00
i+j = 2.00

Calculate i+j.

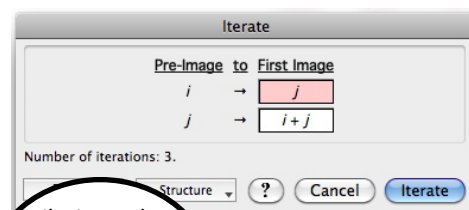
The first terms of the Fibonacci sequence appear.

i = 1.00
j = 1.00
i+j = 2.00

n	i+j
0	2.00
1	3.00
2	5.00
3	8.00

Select i and j and choose Transform | Iterate.

i = 1.00
j = 1.00
i+j = 2.00



Click in the sketch to map i to j and j to i+j.

i = 1.00
j = 1.00
i+j = 2.00

To see more terms, select the table...

j = 1.00
i+j = 2.00

n	i+j
0	2.00
1	3.00
2	5.00
3	8.00
4	13.00
5	21.00

and press the + key.