Using Computer Graphics to Investigate Group Structure

Towson Talk Select a slide or start at the <u>beginning</u>.

•	<u>Using Computer Graphics to Investigate Group Structure</u>
•	Pascal's Triangle
•	Pascal's Hexagon's Mod n
•	<u>A non-cyclic example</u>
•	<u>A non-abelian example</u>
•	More rows to see a pattern
•	S3 and Z2
•	Perception of Patterns/Color
•	D4
•	<u>D3 vs. D4</u>
•	<u>D8</u>
•	D32 and D34
•	ZpxZp
•	$\overline{\mathbf{ZpxZq}}$

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