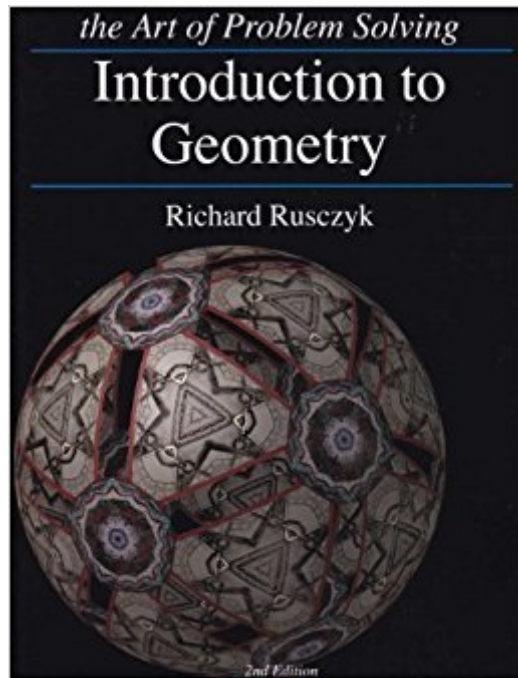


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# Introduction To Geometry, 2nd Edition (The Art Of Problem Solving)



## Synopsis

Textbook 557 pages, 978-1-934124-08-6; Solutions Manual 226 pages, 978-1-934124-09-3.

## Book Information

Paperback: 557 pages

Publisher: AoPS; 2 edition (August 2007)

Language: English

ISBN-10: 1934124087

ISBN-13: 978-1934124086

Product Dimensions: 1.2 x 8.2 x 10.5 inches

Shipping Weight: 3.5 pounds

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (3 customer reviews)

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## Customer Reviews

I've been running a math/computer afterschool program, and have used these and a number of other (older) textbooks extensively. I've even gone through all of them and cross referenced everything to a very detailed curriculum I have. I had gone to the same National Mathcounts Richard did years ago, and this is one of the few texts written primarily by a math person, and not a doctorate in education (the ones written by engineers can be good too; my 2 favorite algebra books are all written by phenomenal high school teachers). I really like that even good students won't be able to handle 100% of the material. Most texts seem to cater to the lower 3 quartiles of the population, not the upper. AoPS has by far the best problems (and their online Alcumus problems are even better). I like that similar to Saxon and the other good texts, it mostly lacks pictures (but lots of diagrams), and the fluff that goes into other books (when you include 3 pages of computer programming in a textbook, 3 pages of math get deleted; that biography of X mathematician just displaced a proof of the pythagorean theorem; etc). Some of the problems are hard, and this book makes a good attempt to incrementally introduce complex problem solving skills. I don't recommend this book for someone who has been struggling with the normal texts, or even one that has muddled around with the normal texts their whole life. I do recommend it as a supplement for EVERY student that is considering the math/engineering/computer/science track for a career. Diagrams are good and copious, and typesetting appears to be nicely done in LaTeX (and

probably Tikz or PGF)My main problem with it is the organization.

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