



2 Complexity and prediction

1 Geometry, numbers and motions

Geometry, numbers and motions

- n°1 Pythagoras's theorem
- n°2 Regular polyhedra
- n°3 Surfaces of the same kind
- n°4 Tanks and graphics
- n°5 The quickest path
- n°6 Minimal surfaces
- n°7 Conic sections

Complexity and prediction

- n°8 Brownian motion
- n°9 The Galton board
- n°10 Fractals
- n°11 The turbulent fountain