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covering everything from astronomical and computational theory to the construction of rapid and accurate applications programs. The book supplies the necessary knowledge and software solutions for determining and predicting positions of the Sun, Moon, planets, minor planets and comets, solar eclipses, stellar occultations by the Moon, phases of the Moon and much more. This completely revised edition takes advantage of C++, and individual applications may be efficiently realized through the use of a powerful module library. The accompanying CD-ROM contains the complete, fully documented and commented source codes as well as executable programs for Windows 98/2000/XP and LINUX.

The first edition of this very successful book was one winner of the Astronomical Page 14/23

Society of the Pacific 'Astronomy Book of the Year' awards in 1986. There are a further seven subroutines in the new edition which can be linked in any combination with the existing twenty-six. Written in a portable version of BASIC, it enables the amateur astronomer to make calculations using a personal computer. The routines are not specific to any make of machine and are user friendly in that they require only a broad understanding of any particular problem. Since the programs themselves take care of details, they can be used for example to calculate the time of rising of any of the planets in any part of the world at any time in the future or past, or they may be used to find the circumstances of the next solar eclipse visible from a particular place. In fact, almost every problem likely to be encountered by the amateur astronomer can be solved by a suitable combination of Page 15/23

the routines given in the book.

This is a book for the amateur astronomer who wishes to carry out astronomical calculations using a personal computer with the minimum of fuss. It is not specific to any make of machine, neither are the programmes confined to specific calculations, Rather, it presents a collection of twenty-six subroutines, written in a portable version of BASIC, which can be mixed and matched according to personal requirements. Furthermore, the user need only have a broad understanding of the problem; the subroutines themselves take care of the details. For example, the routines can be used to calculate the time of rising of any of the planets in any part of the world at any time in the future or past; or they may Page 16/23

be used to find the circumstances of the next solar eclipse visible from a particular place. Almost every problem likely to be encountered by the amateur astronomer can be solved by a suitable combination of the routines given here.

Here is a one-volume guide to just about everything computer-related for amateur astronomers! Today Is amateur astronomy is inextricably linked to personal computers. Computer-controlled "go-to" telescopes are inexpensive. CCD and webcam imaging make intensive use of the technology for capturing and processing images. Planetarium software provides information and an easy interface for telescopes. The Internet offers links to other astronomers, information, and software. The list goes on and on. Find out here how to choose the best planetarium program: are commercial versions really Page 17/23

better than freeware? Learn how to optimise a go-to telescope, or connect it to a lap-top. Discover how to choose the best webcam and use it with your telescope. Create a mosaic of the Moon, or high-resolution images of the planets... Astronomy with a Home Computer is designed for every amateur astronomer who owns a home computer, whether it is running Microsoft Windows, Mac O/S or Linux. It doesnlt matter what kind of telescope you own either - a small refractor is just as useful as a big "go-to" SCT for most of the projects in this book.

Practical Astronomy with your Calculator, first published in 1979, has enjoyed immense success. The author's clear and easy to follow routines enable you to solve a variety of practical and recreational Page 18/23

problems in astronomy using a scientific calculator. Mathematical complexity is kept firmly in the background, leaving just the elements necessary for swiftly making calculations. The major topics are: time, coordinate systems, the Sun, the planetary system, binary stars, the Moon, and eclipses. In the third edition there are entirely new sections on generalised coordinate transformations, nutrition, aberration, and selenographic coordinates. The calculations for sunrise and moonrise are improved. A larger page size has increased the clarity of the presentation. This handbook is essential for anyone who needs to make astronomical calculations. It will be enjoyed by amateur astronomers and appreciated by students studying introductory astronomy. I Clear presentation [] Reliable approximations [] Covers orbits, transformations, and general celestial phenomena [] Can be used Page 19/23

anywhere, worldwide [] Routines extensively tested by thousands of readers round the world

Offers Programs That Facilitate Rapid Astronomical Calculations, Which are Written in a Common Subset of BASIC & Run on the Apple

How to predict and calculate the positions of stars, planets, the sun, the moon, and satellites using a personal computer and high school mathematics. Our knowledge of the universe is expanding rapidly, as space probes launched decades ago begin to send information back to earth. There has never been a better time to learn about how planets, stars, and satellites move through the heavens. This book is for amateur astronomers who want to move beyond pictures of constellations in star guides and solve the mysteries of a starry

night. It is a book for readers who have wondered, for example, where Saturn will appear in the night sky, when the sun will rise and set, or how long the space station will be over their location. In Celestial Calculations, J. L. Lawrence shows readers how to find the answers to these and other astronomy questions with only a personal computer and high school math. Using an easy-to-follow step-by-step approach, Lawrence explains what calculations are required, why they are needed, and how they all fit together. Lawrence begins with basic principles: unit of measure conversions, time conversions, and coordinate systems. He combines these concepts into a computer program that can calculate the location of a star, and uses the same methods for predicting the locations of the sun, moon, and planets. He then shows how to use these methods for locating the many Page 21/23

satellites we have sent into orbit. Finally, he describes a variety of resources and tools available to the amateur astronomer, including star charts and astronomical tables. Diagrams illustrate the major concepts, and computer programs that implement the algorithms are included. Photographs of actual celestial objects accompany the text, and interesting astronomical facts are interspersed throughout.

Astronomers and astrophysicists are making revolutionary advances in our understanding of planets, stars, galaxies, and even the structure of the universe itself. The Decade of Discovery presents a survey of this exciting field of science and offers a prioritized agenda for space- and ground-based research into the twenty-first century. The book presents specific recommendations, programs, and Page 22/23

expenditure levels to meet the needs of the astronomy and astrophysics communities. Accessible to the interested lay reader, the book explores: The technological investments needed for instruments that will be built in the next century. The importance of the computer revolution to all aspects of astronomical research. The potential usefulness of the moon as an observatory site. Policy issues relevant to the funding of astronomy and the execution of astronomical projects. The Decade of Discovery will prove valuable to science policymakers, research administrators, scientists, and students in the physical sciences, and interested lay readers. Alternate Selection, Astronomy Book Club

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