Record Nr. UNINA9910360848103321 Autore Haigh John Titolo Mathematics in Everyday Life / / by John Haigh Cham:,: Springer International Publishing:,: Imprint: Springer,, Pubbl/distr/stampa 2019 3-030-33087-7 **ISBN** Edizione [2nd ed. 2019.] 1 online resource (178 pages): illustrations Descrizione fisica 510 Disciplina Soggetti Mathematics Social sciences Mathematical physics Computer science—Mathematics Computer mathematics Mathematics in the Humanities and Social Sciences Mathematical Applications in the Physical Sciences Mathematical Applications in Computer Science Lingua di pubblicazione Inglese Materiale a stampa **Formato** Livello bibliografico Monografia Note generali Includes index. Nota di contenuto 1 Money -- 2 Differential Equations -- 3 Sport and Games -- 4 Business Applications -- 5 Social Sciences -- 6 TV Game Shows -- 7 Gambling -- 8 Computer Applications -- Appendix -- Index. Sommario/riassunto How does mathematics impact everyday events? Through concrete examples from business, sport, games, computing, and society, this book explores the mathematics underpinning our everyday lives. The examples covered in the book include game shows, internet search engines, mortgage payments, drug testing, soccer tournaments, social inequality, voting, and much more. Throughout, the reader's mathematical knowledge is broadened with new topics such as differential equations, eigenvalues of matrices, linear programming, and modular arithmetic. Fully worked examples illustrate the ideas discussed and each chapter includes exercises to develop the reader's

understanding. This new edition has been thoroughly updated, and includes a completely new chapter on applications of mathematics to computing. Mathematics in Everyday Life supports beginning university

students in science and engineering by offering extra practice in calculus, linear algebra, geometry, trigonometry, elementary number theory, and probability. Students whose degree course includes writing an extended mathematical essay will find many suitable topics here, with pointers to extend and develop the material.