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Fundamentals: CHAPTER 1: INTRODUCTION

0	1	0	1	1	2
1	2	2	4	8	4
2	4	8	16	64	16
3	8	24	64	512	256
4	16	64	256	4096	65536
5	32	160	1024	32768	2, 147, 483, 648

Figure 1.7: Values for Computing Functions

We end this chapter with a problem from recreational mathematics which uses many of the SPARKS features that have been discussed. A magic square is an  $n \times n$  matrix of the integers  $1$  to  $n^2$  such that the sum of every row, column and diagonal is the same. For example, if  $n = 5$  we have

15	8	1	24	17
16	14	7	5	23
22	20	13	6	4
3	21	19	12	10
9	2	25	18	11

where the common sum is 65. When  $n$  is odd  $H. Coxeter$  has given a simple rule for generating a magic square:

"Start with 1 in the middle of the top row; then go up and left assigning numbers in increasing order to empty squares; if you fall off the square imagine the same square as tiling the plane and continue; if a square is occupied, move down instead and continue."

The magic square above was formed using this rule. We now write a SPARKS program for creating an  $n \times n$  magic square for  $n$  odd.

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