## **Colorful Mandala Geogebra Construction**

- 1) Create 2 unique points in space using the Point tool.
- 2) Create a slider using the Slider tool. Call it "n," with minimum value of 3 and maximum of 20, increment 1.

Slider	×	$\langle \rangle$		
O Number	Name			
Angle				
◯ Integer				
Interval Slider Animation				
Min: 3	Max: 20 Increment: 1			
OK Cancel				

- 3) In the input bar, copy and paste "Sequence(Rotate(B, 360° i / n, A), i, 1, n)"
- 4) Right click on one of the points on the perimeter of the circle and click "Object Properties"



5) Go to the "Advanced" tab and fill in the following:

Properties - List I1				
II 📣   🖬 🐹 🚦 🍩				
Basic Position	Color Advanced	Style Scripting		
Condition to Show Object				
Dynamic Cold	ors			
Red: <mark>x(B</mark>	)			
Green: y(B	)			
Blue: <mark>x(B) - y(B)</mark>				
RGB V				
Layer: 0 ~				
Tooltip: Automatic 🗸				
Selection Allowed				
Location				
Graphics 🗌 Graphics 2 🔽 3D Graphi				

6) Right click on one of the points on the perimeter of the circle and click "Trace On"



7) Now click and drag point B and observe what happens.



8) Note that you can also change the appearance of the points. Right click one of the points on the perimeter (NOT Point B) and click "Object Properties." Find the Style tab to change the point size and style:

