



Mathematics and Computer Programming in 2D and 3D Open Source Software

Guest Editor:

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Deadline for manuscript
submissions:

closed (31 March 2023)

Message from the Guest Editor

Mathematics is strongly related to computer programming. The application of maximum accuracy based on mathematical principles and functions is a guarantee of reliability and quality in the development of applications in 2D and 3D open-source computer software. The application in science and practice of open-source computer software is especially relevant.

This section invites researchers who use the mathematical functions and computer codes in practice to present, at a high level, their activities related to:

- Applications in 2D and 3D open-source software;
- Creation of new 2D and 3D open-source software;
- Upgrading of existing 2D and 3D open-source computer software;
- Development of extensions as add-ons, add-ins, and plug-ins;
- Creating scripts;
- Creation of two-dimensional and three-dimensional finished models;
- Creating parametric applications for generating 2D and 3D models based on mathematical values;
- Application of mathematical functions and writing scripts directly in three-dimensional software (e.g., Blender, FreeCAD and others);
- Others relevant to the topic.





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Message from the Editor-in-Chief

The journal *Mathematics* publishes high-quality, refereed papers that treat both pure and applied mathematics. The journal highlights articles devoted to the mathematical treatment of questions arising in physics, chemistry, biology, statistics, finance, computer science, engineering and sociology, particularly those that stress analytical/algebraic aspects and novel problems and their solutions. One of the missions of the journal is to serve mathematicians and scientists through the prompt publication of significant advances in any branch of science and technology, and to provide a forum for the discussion of new scientific developments.

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