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A Course in Modern Geometries is designed for a junior-senior level course for mathematics majors, including those who plan to teach in secondary school. Chapter 1 presents several finite geometries in an axiomatic framework. Chapter 2 introduces Euclid's geometry and the basic ideas of non-Euclidean geometry. The synthetic approach of Chapters 1 - 2 is followed by the analytic treatment of transformations of the Euclidean plane in Chapter 3. Chapter 4 presents plane projective geometry both synthetically and analytically. The extensive use of matrix representations of groups of transformations in Chapters 3 - 4 reinforces ideas from linear algebra and serves as excellent preparation for a course in abstract algebra. Each chapter includes a list of suggested sources for applications and/or related topics.

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knowledge discovery, and quantum computation, communication, and cryptography are also discussed. In order to study the structure and function of the Internet, only a basic knowledge of number theory, abstract algebra, matrices and determinants, graph theory, geometry, analysis, optimization theory, probability theory, and stochastic processes, is required. These mathematical disciplines are defined and developed in the books to the extent that is needed to develop and justify their application to Internet engineering.

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