## Practical Astronomy Algorithms in Various Languages

Wednesday April 3, 2024

For several years, I've worked off-and-on to implement astronomical algorithms from the Practical Astronomy book in various languages. I've just completed a JavaScript version, and I've published it to NPM. I've included a couple of simple code examples in the repo README, including how to calculate details for the April 8 solar eclipse.

## **Background**

The algorithms are described in detail in the Practical Astronomy with your Calculator or Spreadsheet book, by Peter Duffett-Smith. I highly recommend that you get a copy of the book, as it provides lots of explanations and context that you won't get by looking at the code alone. I worked with the 4th edition.

My code is actually a translation of macros from accompanying spreadsheet resources. You can download the spreadsheets from here.

## **All Languages**

These are all the languages for which I've implemented the Practical Astronomy algorithms, and the status of each function's completion<sup>1)</sup>. Each language name in the column header is a clickable link to its respective GitHub repository. The .NET version also has a NuGet package.

Function	Language									
	C	C++	- NET/C#	PHP	Python	Java	JavaScript	Rust		
Date/Time										
Calculate → Date of Easter	1	1	1	1	1	1	✓	1		
Convert → Civil Date to Day Number	1	1	<b>✓</b>	1	1	1	✓	1		
Convert → Civil Time ↔ Decimal Hours	1	1	<b>✓</b>	1	1	1	✓	1		
Extract → Hour, Minutes, and Seconds parts of Decimal Hours	/	1	•	1	•	/	/	1		
Convert → Local Civil Time ↔ Universal Time	1	1	✓	1	1	1	✓	1		
Convert → Universal Time ↔ Greenwich Sidereal Time	/	1	•	1	•	<b>✓</b>	•	•		
Convert → Greenwich Sidereal Time ↔ Local Sidereal Time	1	/	•	1	•	•	1	1		
Coordinates										
Convert → Angle ↔ Decimal Degrees	1	1	<b>✓</b>	1	1	1	✓	1		
Convert → Right Ascension ↔ Hour Angle	1	1	1	1	1	1	✓	1		
Convert → Equatorial Coordinates ↔ Horizon Coordinates	1	1	•	1	•	/	/	1		

	Language								
Function	C	C++	.NET/C#				JavaScript	Rust	
Date/Time									
Calculate → Obliquity of the Ecliptic	1	1	<b>✓</b>	1	<b>✓</b>	1	✓	1	
Convert → Ecliptic Coordinates ↔ Equatorial Coordinates	1	•	•	•	<b>√</b>	<b>✓</b>	1	/	
Convert → Equatorial Coordinates ↔ Galactic Coordinates	1	/	•	<b>✓</b>	•	1	/	1	
Calculate → Angle between two objects	1	1	<b>✓</b>	✓	✓	✓	✓	1	
Calculate → Rising and Setting times for an object	1	•	•	✓	•	•	•	1	
Calculate → Precession (corrected coordinates between two epochs)	1	•	•	•	•	✓	<b>✓</b>	•	
Calculate → Nutation (in ecliptic longitude and obliquity) for a Greenwich date	1	•	•	✓	•	✓	•	1	
Calculate → Effects of aberration for ecliptic coordinates	1	•	•	✓	•	✓	•	•	
Calculate → RA and Declination values, corrected for atmospheric refraction	1	•	•	✓	<b>√</b>	•	•	1	
Calculate → RA and Declination values, corrected for geocentric parallax	1	•	•	✓	•	•	•	•	
Calculate → Heliographic coordinates	1	1	1	✓	✓		✓	1	
Calculate → Carrington rotation number	1	1	1	1	1		1	1	
Calculate → Selenographic (lunar) coordinates (sub-Earth and sub-Solar)	•	•	•	✓	•		•	•	
The Sun									
Calculate → Approximate and precise positions of the Sun	1	•	•	•	•		•	•	
Calculate → Sun's distance and angular size	1	1	1	<b>✓</b>	1		✓	1	
Calculate → Local sunrise and sunset	1	1	1		<b>✓</b>		✓	1	
Calculate → Morning and evening twilight	1	1	1		✓		✓	1	
Calculate → Equation of time	1	1	<b>✓</b>		✓		✓	1	
Calculate → Solar elongation	1	•	<b>✓</b>		✓		✓	<b>✓</b>	
Planets		I				I			
Calculate → Approximate position of planet	1	•	<b>✓</b>		<b>✓</b>		<b>✓</b>	1	
Calculate → Precise position of planet	1		<b>✓</b>		✓		<b>✓</b>	1	
Calculate → Visual aspects of planet (distance, angular diameter, phase, light time, position angle of bright limb, and apparent magnitude)	•		•		•		<b>~</b>	•	
Comets									
Calculate → Position of comet (elliptical)	1		<b>✓</b>		1		✓	1	
Calculate → Position of comet (parabolic)	1		<b>✓</b>		<b>✓</b>		✓	1	
Binary Stars									
Calculate → Binary star orbit data	1		✓		✓		✓	1	
The Moon									
Calculate → Approximate and precise position of Moon	1		•		•		<b>/</b>	/	

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		Language								
Function	C	C++	.NET/C#	PHP	Python	Java	JavaScript	Rust		
Date/Time		•				-				
Calculate → Moon phase and position angle of bright limb	1		•		•		<b>/</b>	/		
Calculate → Times of new Moon and full Moon	1		✓		1		✓	1		
Calculate → Moon's distance, angular diameter, and horizontal parallax	1		•		•		<b>✓</b>	1		
Calculate → Local moonrise and moonset	1		1		1		✓	1		
Eclipses										
Calculate → Lunar eclipse occurrence and circumstances	1		•		•		<b>/</b>	/		
Calculate → Solar eclipse occurrence and circumstances	1		•		•		<b>/</b>	1		

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