



## Puzzles and Games: A Mathematical Modeling Approach

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Hardcover book (english) at [Lulu.com](https://www.lulu.com)

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An Excerpt: [Honeycomb](#)

This book is a comprehensive guide to mathematical modeling. It uses more than 100 puzzles as "case studies" and represents them as mathematical models. The models are coded in the computer language **LPL** and can be solved directly over the Internet.

Game-lovers will discover new and original aspects of their favorite pastime and teachers in Mathematics will be amazed how playful and diverting mathematical modelling can be.

The goal is to encourage the use of such puzzles in an educational context in order to improve and develop mathematical modelling skills. It can be used as a self-study or in classes.

### **About the author:**

Tony Hürlimann teaches Computer Science and Operations Research at the Department of Informatics at the University of Fribourg (Switzerland). He developed the computer and mathematical modeling language **LPL** that allows the user to specify and solve complex and large mathematical model.

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