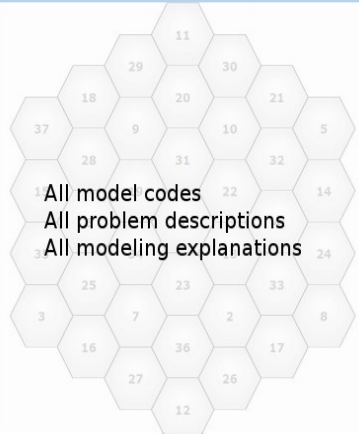


Puzzles and Games:  
A Mathematical Modeling Approach

Tony Hürlimann



All model codes  
All problem descriptions  
All modeling explanations

## Puzzles and Games: Source Code

Contains all code ready to run locally from the  
Puzzles and Games Book.

Author: Tony Hürlimann, 2022

zip-file at [MatMod Shop](#)

This zip-file contains all model source code in LPL. For each model two PDF-files are attached: The first file states the problem (without solution), convenient for exercise with questions in class room or elsewhere. The second file contains all explanations and answers to the exercises.

### 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.