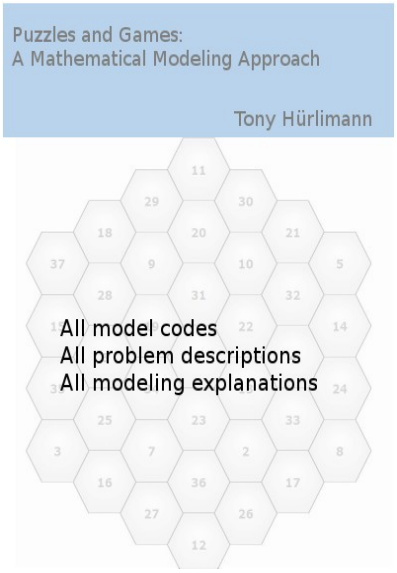

Puzzles and Games: Source Code

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.