1. Record Nr. UNINA9910271013703321 Autore Shasha Dennis Elliott Titolo Puzzles for programmers and pros [[electronic resource] /] / Dennis E. Shasha Indianapolis, IN,: Wiley Pub., c2007 Pubbl/distr/stampa 1-119-41927-1 **ISBN** 1-281-00230-5 9786611002305 0-470-16936-2 Edizione [1st edition] Descrizione fisica 1 online resource (242 p.) Disciplina 005.107 Soggetti Mathematical recreations **Puzzles** Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia "Programmer to programmer"--Cover. Note generali "Wrox"--Cover. Includes index. Nota di contenuto Puzzles for Programmers and Pros; About the Author; Acknowledgments; Contents; Introduction; Contest Info; p2p.wrox. com; Part I: Mind Games; Sweet Tooth; Byzantine Bettors; A Touch of Luck; Information Gain; Reach for the Sky!; Pork Politics; Social Games; Escape Management; Flu Math; Whipping Ice; Optimal Jargon; Using Your Marbles; Flipping Colors; Scheduling Tradition; Fractal Biology; As Easy as Pie; Lucky Roulette; Legal Logic; The Box Chip Game; Feedback Dividends; Number Clues; Mind Games; Refuse and Reveal; A Biting Maze; Mad Mix; Dig That!; Preferential Romance No Change for the HolidaysQuiet in the Depths; Solutions; Part II: The Secret of the Puzzle; Order the Ages; Urban Planning; Finding a Schedule That Works: Picturing the Treasure: Sudoku: Number Encoding; Selective Greed; Sweet Packs; Revisiting a Traveling Salesman; Overloaded Scheduling and Freezing Crystals; Wordsnakes; Maximal Friends; Winning at the Slots; Understanding Dice; Bait and

Switch; Part III: Faithful Foes; Index

## Sommario/riassunto

Aimed at both working programmers who are applying for a job where puzzles are an integral part of the interview, as well as techies who just love a good puzzle, this book offers a cache of exciting puzzlesFeatures a new series of puzzles, never before published, called elimination puzzles that have a pedagogical aim of helping the reader solve an entire class of Sudoku-like puzzlesProvides the tools to solve the puzzles by hand and computerThe first part of each chapter presents a puzzle; the second part shows readers how to solve several classes of puzzles algorithmically