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| Autore | Romanelli Grimaldi, Carla |
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| Livello bibliografico | Monografia |
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Nota di bibliografia

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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 Holidays; Quiet 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 puzzles. Features 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 puzzles. Provides the tools to solve the puzzles by hand and computer. The first part of each chapter presents a puzzle; the second part shows readers how to solve several classes of puzzles algorithmically.
