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```
30// helper functions
                      31IntVar* const MakeBaseLine2(Solver* s,
                      36}
                      37
Helper functions
                      38IntVar* const MakeBaseLine3(Solver* s,
                      53}
                      54
                      55IntVar* const MakeBaseLine4(Solver* s,
                      73}
                                            Is it?
                      74
                      75void CPIsFun() {
                      76 // Constraint programming engine
                      77 Solver solver("CP is fun!");  CP solver
                      78
                      79 const int64 kBase = 10;
                      80
                      81 // Decision variables
                      82 IntVar* const c = solver.MakeIntVar(1, kBase - 1, "C");
       Variables
                      91 IntVar* const e = solver.MakeIntVar(0, kBase - 1, "E");
                      92
                      93 // We need to group variables in a vector to be able to use
                      94 // the global constraint AllDifferent
                      95 std::vector<IntVar*> letters;
                         letters.push back(c);
                      105 letters.push back(e);
                                                              Assert-like macro
                      106
                      107 // Check if we have enough digits
                      108 CHECK GE(kBase, letters.size());
                      109
                      110 // Constraints
                      111 solver.AddConstraint(solver.MakeAllDifferent(letters
                                                                                        )):
                      112
                      113 // CP + IS + FUN = TRUE
   Constraints
                      114 IntVar* const term1 = MakeBaseLine2(&solver, c, p, kBase);
                      115 IntVar* const term2 = MakeBaseLine2(&solver, i, s, kBase);
                      116
                           IntVar* const term3 = MakeBaseLine3(&solver, f, u, n, kBase);
                      117
                           IntVar* const sum terms = solver.MakeSum(solver.MakeSum(term1,
                      118
                                                                                     term2),
                      119
                                                                     term3)->Var():
                      120
                      121 IntVar* const sum = MakeBaseLine4(&solver, t, r, u, e, kBase);
                      122
                      123
                           solver.AddConstraint(solver.MakeEquality(sum_terms, sum));
```

26#include "constraint solver/constraint solver.h"

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25#include "base/logging.h"

28namespace operations research { _

23#include <vector>