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Web Programming Fundamentals

Problem Solving

**Problem 1:**

The goal is to get all three items (Cat, Parrot, Seed) to the other side of the river, taking only one at a time, without leaving the cat with the parrot or the parrot with the seed. What I took from the problem was that both the cat and parrot could act upon the other elements, whereas the seed does not.

The constraints to this problem are that only one of the elements can be carried across the river at any given time. Also, the cat cannot be left alone with the parrot and the parrot cannot be left alone with the seed. The sub-goal is to get all 3 passengers across the river without any harm to any of the elements.

The only solution that would solve the main problem along with the sub goals would be to transport the parrot first, then to return and get the seed. Upon returning to the opposite side of the river, dropping off the seed and picking the parrot back up. Then returning to the original side of the river and picking up the cat, leaving the parrot behind this time. After dropping the cat off, return to the original side and pick the parrot back up.

This solution will work to solve the problem, the cat is not left alone with the parrot and the parrot is not left alone with the seed. Also, only one item is in the boat with the man at any given point. This solution will work for all cases of this particular problem; all goals and sub goals are met.

There is only one solution to this problem, which is to take the parrot first, return for the seed and then pick the parrot back up, return for the cat while leaving the parrot, and then to return for the parrot. My first plan was to take the seed first, since it did not interact with anything, but then I remembered that the cat and the parrot could not be left behind. I looked into taking each one by itself, but soon realized that the journey could not be accomplished without taking more than 3 trips.