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WPF

A Cat, a parrot and a bag of seed.

1. Define problem.
2. Man has to get to the other side of the river and has room for only one item and himself.
3. They are all opposites in nature. The bird fears the cat. The bird loves the seed.
4. To safely transport everyone to the other side of the river.
5. Break the problem apart
6. The cat will eat the bird if left alone and the bird will eat the seed if left alone, but the man has to take one.
7. To get everyone to the other side. To not let bird eat all the seed. Not let the cat eat the bird.
8. Identify the potential solutions.

A) The cat can stay with the seed and the man can come back for them. The man can tye the seed bag on the birds back and the bird can fly over.

4) Evaluate each potential solution.

1. The solution meets the goals of getting everyone to the other side.
2. They will work for all cases.
3. Choose a solution and develop a plan to implement it.
4. The best solution is for the man to leave the cat and the seed together on one side and take the bird to the other. This being said the man will have to come back for multiple trips.
5. This was a cause and effect situation where the bird could fly over because of the seed on the other side. This makes the problem that the man will have to come back for the cat.

Socks in the Dark:

1. Define the problem.
2. You need to have at least one matching pair of socks without turning on the lights.
3. The problem is looking for a pair and the situation is that they are already paired together it said.
4. The overall goal is to select a matching pair of socks and to find the ratio that it has happened.
5. Break the problem apart.
6. It’s currently dark.
7. You need to find a matching pair or each color at how many tries?
8. Identify potential solutions.
9. The person can wait till it is light and see which socks they pull out. They can also implement math and say there is a 25% chance they will pull the right sock they want.
10. Evaluate each potential solution.
11. The solution do as the problem does not offer time constraints.
12. The solution will yes.
13. Choose a solution and develop a plan to implement it.
14. The solution would be to turn the lights on and pull out a sock toss the percentage of with which that sock was pulled.
15. A relative percentage will always work for the solution as is becomes a higher ratio as the test continues.

Predicting Fingers:

1. Define the problem
2. At which finger will the girl stop on at each interval.
3. Immediately the problem proposes that the girl will stop on the same finger for each interval as the numbers are 10 based.
4. To find which finger she will stop on.
5. Break the problem apart.
6. What if the girl misses a finger and the math wouldn’t be exact. It takes a lot of time to count that high and memory.
7. To identify each finger as a particular number and not just the interval.
8. Identify potential solution.
9. The girl could be monitored by another person in order to make sure she is able to count correctly. She could also record her data on a notepad.