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In a darts game one has to throw a sequence of at most n darts to reach a target score. The dartboard is made of zones each of which have different score. The last dart thrown to reach the target score must be a final zone (in usual darts a double or triple score zone). Given a MiniZinc data file describing the game to be played of the form

enum ZONE;
ZONE: miss; % this zone represents missing the board or an unthrown dart
array[ZONE] of int: score; % the score for hitting each zone
constraint assert(score[miss] = 0, "miss zone must have 0 score");
array[ZONE] of bool: final; % true if this zone is a correct final zone
int: target; % target score to reach
int: n; % maximum number of darts to throw;
```

enum Zone;

Makes a holder  
that can stand  
for a finite set of  
named vals

Zone: miss;

declares a constant  
that is one of the  
Members Zone

array[Zone] of int: score;

Makes an array that  
takes the enum Zone  
and forces each element  
of the enum to an int

Constraint assert(score[miss] = 0, "Miss zone must be eq to 0");

Catching Constraint

that throws an error if  
the constraint fails

array[Zone] of bool: final;

Makes a separate array that  
takes the enum where each  
element is a boolean

int: target;

Makes a constant that  
is known before solving

This differs from  
var int: target  
which tells solver  
that it needs to  
find a value