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web programming  
problem solving

**A cat, a parrot, and a bag of seed:**

1. **Define the problem**

**A.)** A man has three objects to cross a river with and cant leave two items together.

**B.)** Problemincludes crossing river more than one trip

**c.)** The overall goal is to cross the river with all three items alive and intact.

**2.) Break the problem apart**

**a.)** The constraints include leaving the cat with the parrot and leaving the parrot with the bag of seed.  **B.)** Keep everything alive

**3.) Identify potential solution**

**a)** Don’t leave the wrong items behind

**4.) Evaluate each potential solution** **a.)** Yes they do

**b.)** yes it works

**5.) Choose a solution and develop a plan to implement it  
  
A.)** Take parrot first. Then the bag of seed. Then take parrot back. take cat over . Then go back for parrot last.

**b**.) I tried taking the parrot first but then I would be left with two items that once I cross the rive would either consume the parrot or be consumed by the parrot

**Socks in the dark**

1. **Define the problem**

**A.)** The probability of getting at least one matching pair of socks in a sock drawer in the dark.

**B.)** Lack of lighting

**c.)** The overall goal is to acquire a pair of matching sock in a dark room.

**2.) break the problem apart**

1. No lighting / no organization

**B.)** The sub goal is to find a light or get organized

**3.) Identify potential solution**

**a)** Look in another room to find flashlight or lamp

**4.) Evaluate each potential solution** **a.)** Yes by turning on a light it’s almost certain to eliminate this problem. By pairing socks together only need to grab one pair.

**b.)** Both of these solutions would work

**5.) Choose a solution and develop a plan to implement it  
  
A.)** I would by a lamp for room or I would pair my socks together to avoid the need for searching for matching socks.

**b.)** I would have tried to grab a bunch of socks at a time but that becomes annoying and time consuming.

**Predicting fingers**

**1.) Define the problem**

**A.)** What finger will a little girl land on counting by ones on one hand to a even number.

**B.)**

**c.)** To find the end point

**2.) break the problem apart**

1. Constraints include Multiplying by even numbers because she counts by ones.

**B.)**

**3.) Identify potential solution**

**a)**

**4.) Evaluate each potential solution** **a.)**

**b.)**

**5.) Choose a solution and develop a plan to implement it  
  
A.)**

**b**