

2014-HU-01-EN Task Title, doubleclick to Change!

0 ----		I: hard		II: medium		III: easy		IV: easy	
<input type="checkbox"/> ALG	<input type="checkbox"/> INF	<input type="checkbox"/> STRUC	<input type="checkbox"/> PUZ	<input type="checkbox"/> SOC	<input type="checkbox"/> USE				

Answer Type: Multiple Choice Mandatory for: none

Body

True

Beaver Bob decides to tell the truth on monday, wednesday and friday and to lie on the others days.

He once told his friends: "Tomorrow I'll tell the truth."

Question

On which day was it occurred?

Answer

- A) Monday
- B) Wednesday
- C) Saturday
- D) Sunday

Explanation

Right answer: C

This statement couldn't be true because he would tell the truth two days sequentially. So it could be a lie. Then on the next day he'll lie - two days to lie sequentially: it is possible only on Saturday.

It's informatics

Explain the relevance in informatics of this task **to the target age group**. Use about 3 to 8 sentences. **Do not explain the correct answers of a task**, but give a larger picture.

This puzzle game is about logic and algorithmic thinking. Logic programming is one of the 4 main programming paradigms.

...

Keywords

algorithm, logic programing, prolog

Websites

http://en.wikipedia.org/wiki/Logic_programming

<http://en.wikipedia.org/wiki/Prolog>

Internal Use

Wording

-

Task Title, doubleclick to Change! 2014-HU-01-EN, Last saved 04/29/2014 at 10:57:05 by

Comments

-

Graphics

-

Files

All additional files for this task (graphics, scripts, etc.)

2014-HU-01-EN.odt (this file)

2014-HU-01-EN.pdf (this file in pdf format)

Authorship

András Aufferberger, 2013-05-20, initial version, Hungary

Zsuzsa Pluhár (pluharzs@caesar.elte.hu), 2014-04-20, translation and completion, Hungary

License

Copyright © 2014 Bebras – International Contest on Informatics and Computer Fluency. This work is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License (CC BY-NC-SA 3.0). Visit: <http://creativecommons.org/licenses/by-sa-sa/3.0/>