

Linear Programming Calculator

Linear Programming Calculator is a product that helps you solve LPPs using the simplex method for constraints that are greater than or equal to, the Big M method for constraints that are less than or equal to or equal to, and finding integer solutions using Gomory cuts.

Quick Start 🏃:

When you start the project, it displays a **Startup window** where you can set the number of variables and constraints.

 Startup Window

Then, when you press *Generate Problem*, another window will appear where you can set up all the necessary parameters. You can also **return to the startup window**, press *New Problem*, to edit the number of variables or constraints.

 Problem Setup Window

Finally, when you press *Solve* button, the application navigates to the **Result window**, where you can view all steps of the problem-solving process. Additionally, you can edit the current problem by pressing *Edit problem*, or start a new one by pressing *New problem*.

 Result Window

Namespace Linear_Programming_Calculator_Desktop

Namespaces

[Linear_Programming_Calculator_Desktop.Attributes](#)

[Linear_Programming_Calculator_Desktop.Converters](#)

[Linear_Programming_Calculator_Desktop.DTOs](#)

[Linear_Programming_Calculator_Desktop.Models](#)

[Linear_Programming_Calculator_Desktop.Services](#)

[Linear_Programming_Calculator_Desktop.Stores](#)

[Linear_Programming_Calculator_Desktop.ViewModels](#)

Namespace Methods

Namespaces

[Methods.Enums](#)

[Methods.Interfaces](#)

[Methods.MathObjects](#)

[Methods.Models](#)

[Methods.Solvers](#)