

Shiflet book

Steps of the Modeling Process (and programming problem solving)

① Analyze the problem —

Understand WHAT the problem is —

Focus is on WHAT is given — input (i)

" " " " WHAT is goal — output (ii) objective

Character that symbolizes this phase is Dr Peter Venkman — Bill Murray

WHAT

Prelude or prerequisite to step two — translate our understanding into a PLAN, into math symbols

Absorb language and terms —

Attitude is listening — —

Hear what the problem has to say

Resist the urge to code

Dr Raymond Stantz

Step ③

② Develop a PLAN of HOW to solve it — algorithm —

HOW

— step by step recipe —
How to get from (i) to (ii)