



How To Model It: **Problem Solving For The Computer Age**

In this book you are approached as a student in the authors "classroom" and taking a class in building models.

Each chapter begins with a problem that needs to be solved. In each case the problem is presented, then the reader is asked to take 10 minutes to an hour to figure out how to solve the problem.

The authors believe that constructing models is an essential step in the problem solving process.

The style is personal, probing, and helps solve real-world problems. This book is a good read for anyone with an inquisitive mind.

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