

Preface	ix	
To the Reader	xiii	
Acknowledgments	xv	
1	Following the Clues	1
	Sample Problems	2
	Which Chart or Diagram to Choose	10
	Presenting a Solution	11
	Some Steps in Problem Solving	11
	Tree Diagrams	16
	The Multiplication Principle	19
	Simplification	22
	The Chapter in Retrospect	25
	Exercises	26
2	Solve It With Logic	37
	Sample Problems	38
	Statements	39
	Variables and Connectives	41
	Negation	41
	"And"—Conjunction	42
	"Or"—Disjunction	43
	Conditional and Biconditional Statements	44
	Drawing Conclusions	47
	Compound Statements	49

Logical Implication and Equivalence	53
Arguments and Validity	55
The Chapter in Retrospect	60
Exercises	61

3 From Words to Equations: Algebraic Recreations 70

Sample Problems	71
Introducing Variables	72
The Chapter in Retrospect	84
Exercises	84

4 Solve It With Integers: Some Topics From Number Theory 100

Sample Problems	101
Diophantine Equations	103
Divisibility	104
Prime Numbers	106
☆ The Infinitude of Primes	106
☆ The Sieve of Eratosthenes	107
More About Primes	108
Linear Diophantine Equations	115
Division With Remainders	119
Congruence	120
Casting Out Nines	125
Solving Linear Congruences	127

Solving Linear Diophantine Equations	131
The Chapter in Retrospect	137
Exercises	138

5 More About Numbers: Bases and Cryptarithmic 145

Sample Problems	146
Positional Notation	147
Changing Bases	148
Addition and Multiplication in Other Bases	153
Cryptarithmic	156
The Chapter in Retrospect	162
Exercises	163

6 Solve It With Networks: An Introduction to Graph Theory 173

Sample Problems	174
Graphs	175
Eulerian Paths and Circuits	178
Odd and Even Vertices	180
☆ More Than Two Odd Vertices	187
☆ Directed Graphs	190
Hamiltonian Circuits	192
The Knight's Tour	194
Other Applications	196
☆ Coloring Graphs and Maps	198
The Chapter in Retrospect	201
Exercises	202

7 Games of Strategy for Two Players 213

Sample Problems	214
Chance-Free Decisionmaking	215
Games of Perfect Information	216
Finiteness	216
The Existence of Winning Strategies	217
Position—State of the Game	224
The State Diagram of a Game	228

How Do We Find a Winning Strategy?	230
Finding a Winning Strategy by Working Backward	230
Finding Winning Strategies by Simplifying a Game	232
Finding Winning Strategies With a Frontal Assault	233
How Many Possibilities Need Be Considered?	234
Symmetry as a Limiting Factor	234
Déjà Vu—We've Seen It Before	241
The Game of Nim	246
Pairing Strategies	250
Variations of a Game	251
The Chapter in Retrospect	252
Exercises	253

8 Solitaire Games and Puzzles 273

Sample Problems	274
The Tower of Brahma	276
Dissection Problems	279
Polyominoes	281
Soma	284
Peg Solitaire	285
The Fifteen Puzzle	288
Even and Odd Permutations	291
☆ Coloring and the 15 Puzzle—A Second Approach	298
Colored Cubes	299
☆ Colored Cubes—A Second Approach	303
The Chapter in Retrospect	304
Exercises	305

9 Potpourri 313

Decimation	313
Coin Weighing	315
Shunting	316
Syllogisms	317
Grab Bag	318
The Book in Retrospect	320

Appendix A—Some Basic Algebraic Techniques	321
Appendix B—Mathematical Induction	332
Bibliography	336

Hints and Solutions	340
Answers to Selected Problems	381
Index	397