Skills to build :

Requarements elecitiation : how to collected the requarements , what the system shuld do

- functioanl requarements :
- non-functionl requarements :

Know the actors : the actors is those involved in the process (game , actions ...)
States : know the states of the actors in the system , for example , in a chess problem the actors are the players.

Abstraction :
abstractions means to be able to skip the details (unnrssesary details) in the problem.

Specify the relaionship between actors (constrants) : one actor falls in the food chain of the other. There should not be any conflict of interest between actors.

Convert the problem to common logic ....
Note that in the previous skill (requarement elecitation) we need to change (rename) the actors to become a common figures.

Fox
Goat
Cappege
Man

fact A *eats* B
constraint : A *should not be a lone with* B
B *should not be a lone with* A

Practice in more examples

Such as :
What is the relation between cooking food and traversing a graph ?
Is there a common model to solve the problem ?
Can I see cooking (model cooking) as a graph ?
Any logical sequance of actios ?

Test the results .

Pogramming Programming Programming and Skills