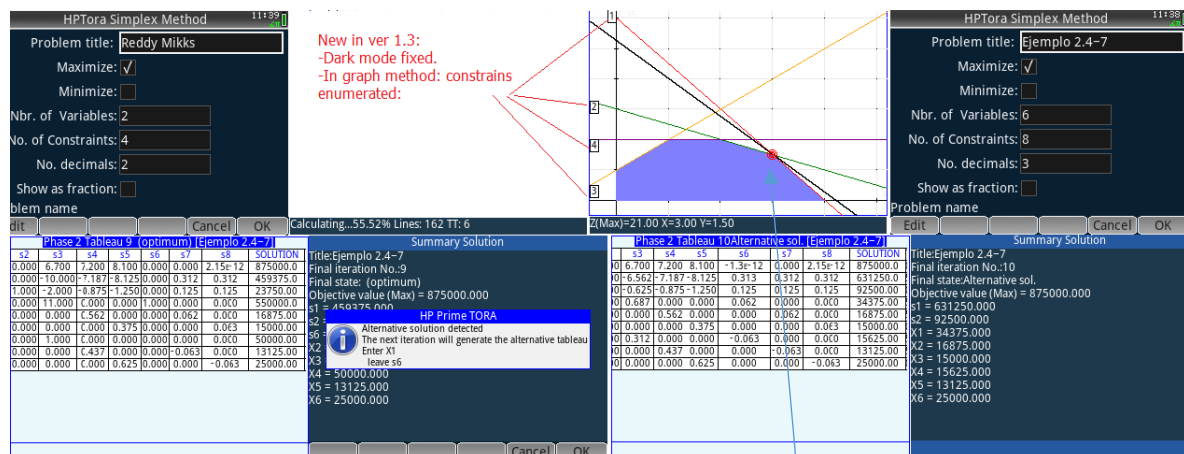


New in version 1.3



- Dark mode fixed. Background is changed to display well in dark mode (in See summary and graphic method)
- In graph method constraints enumerated
- The feasible point is shown in the graphical method in a red circle

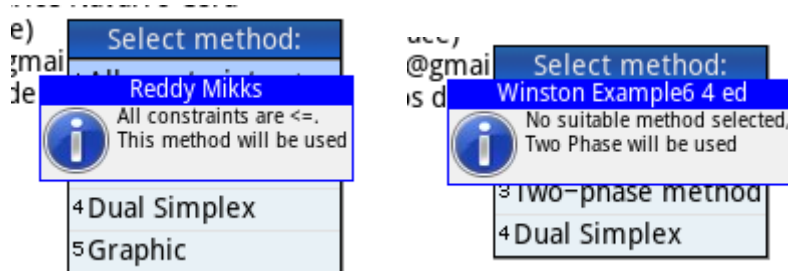


New in version 1.2:

1. Put in Config.txt the maximum number of iterations

Create custom MSGBOX with GROB //ALREADY finished on 07/16/2023

Example:



Scroll Mouse in tableau //already on 08/16/2023 thanks to mViewer GX Prime 1.4 Xavier (Citor) Andreani:

Phase 1 Tableau 1 (Winston Example6 4 ed)

	X1	X2	X3	X4	s1	s2	s3
1)	407.0000	208.0000	155.0000	509.0000	-1.0000	-1.0000	-1.0000
2)	400.0000	200.0000	150.0000	500.0000	-1.0000	0.0000	0.0000
3)	3.0000	2.0000	0.0000	0.0000	0.0000	-1.0000	0.0000
4)	2.0000	2.0000	4.0000	4.0000	0.0000	0.0000	-1.0000
5)	2.0000	4.0000	1.0000	5.0000	0.0000	0.0000	0.0000

← →

scrolling with touch screen

Enter X4, leave R1

New Configuration dialog:

General configuration 16:11

Epsilon: 0.000000001

Max Iterations: 100

Xmin: -0.5

Ymin: -0.5

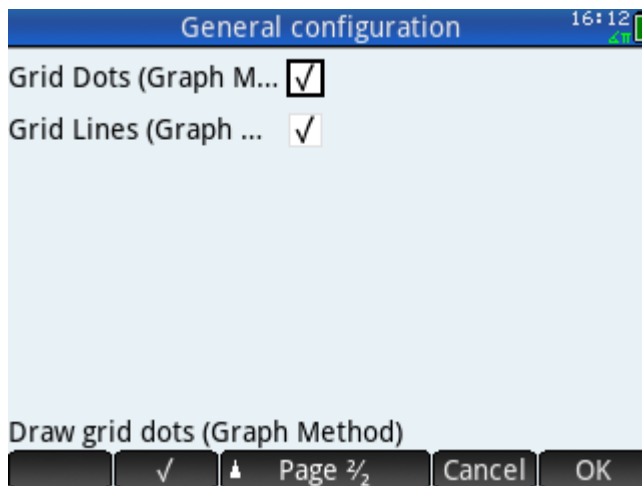
Labels on Axes ☒

X Tick (Gr... 1 ☐ Auto X Tick (Graph Meth.) ☒

Y Tick (Gr... 1 ☐ Auto Y Tick (Graph Meth.) ☒

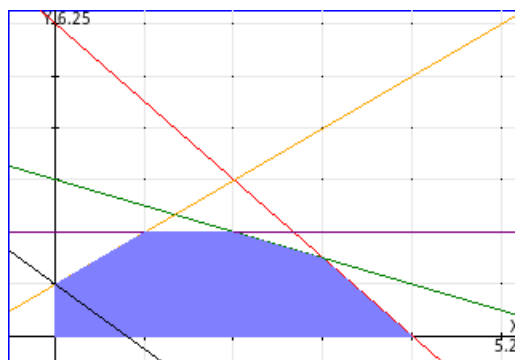
Enter the limit of E for the conversion to 0

Edit Page 1/2 Cancel OK

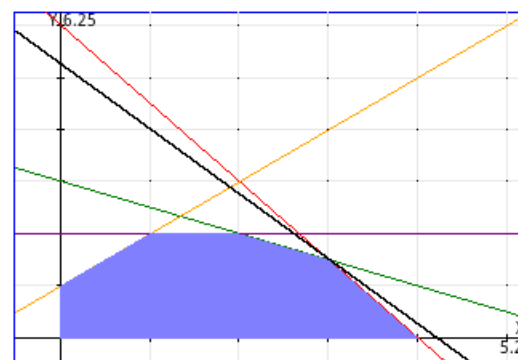


Epsilon is to try to cover the precision problem of the HP Prime in HOME, since in the two-phase method the objective function must be zero (the sum of the artificial variables is always minimized in this method, in the first phase)

Graphic Method:



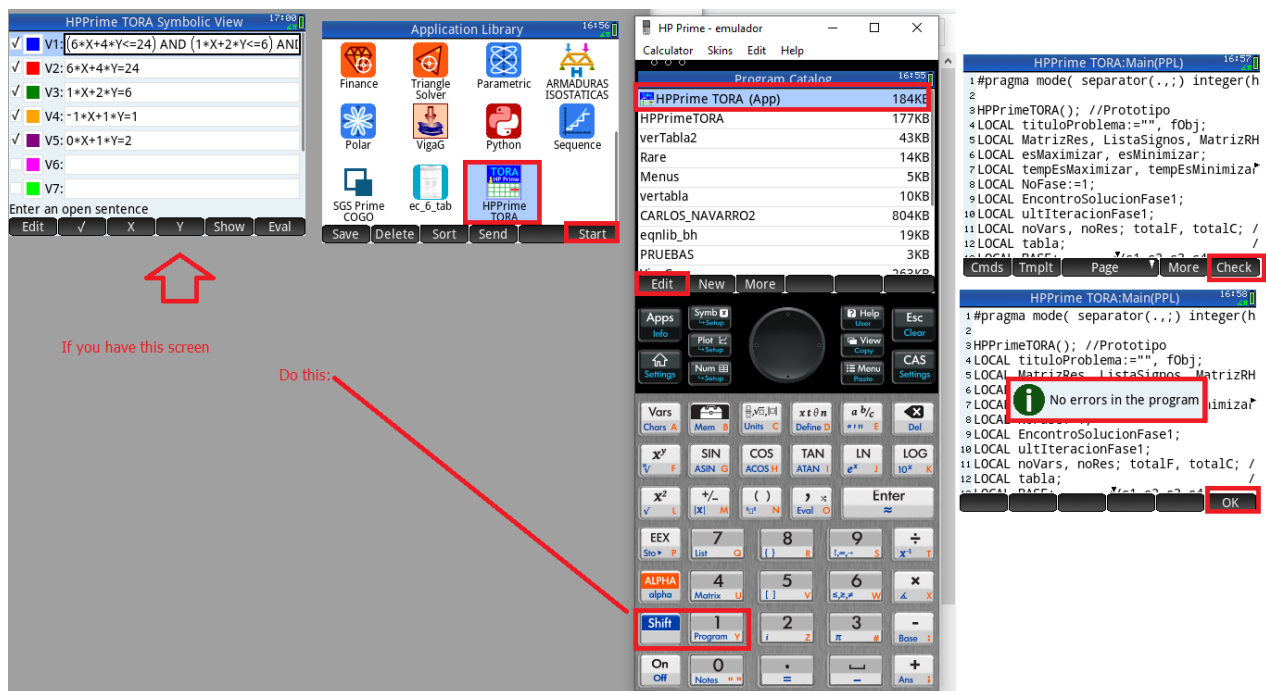
Z(Max)= 4.00, X=0.00 Y=1.00



Z(Max)=21.00 X=3.00 Y=1.50

This was the example from book Operation Research (TAHA) Reddy Mikks model. The final value was $Z=21$ $X=3$ $Y=1.5$.

It is necessary to improve when it is an unbounded solution. It can also be slow with certain models of the PL.



Missing (future versions):

2. Verify the type of solution in the final table: unbounded solution, multiple solutions, not feasible, etc.
3. Implement Sensitivity Analysis in final tableau
4. Implement transport model
5. Entire programming
6. Network models (network models): Minimal spanning tree, Shortest route, Maximal Flow
7. Project Planning (CPM / PERT)
8. Queuing Analysis
9. Zero-Sum Games