

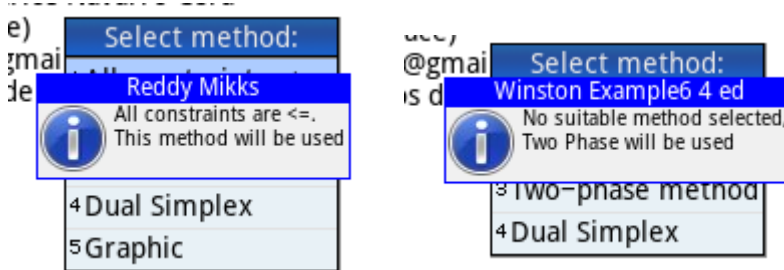


New in version 1.2:

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 B1

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

General configuration 16:12

Grid Dots (Graph M... ☒

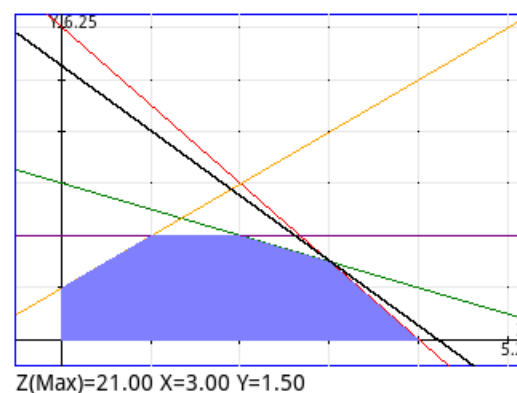
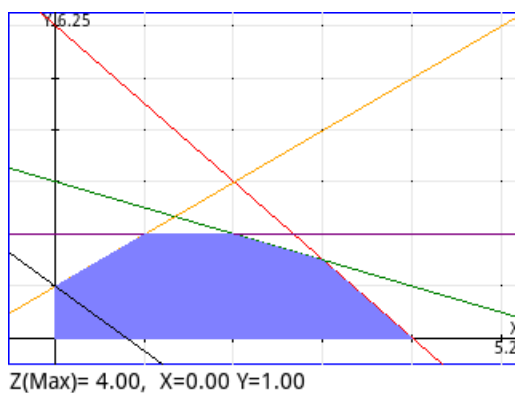
Grid Lines (Graph ... ☒

Draw grid dots (Graph Method)

☒ Page 2/2 Cancel OK

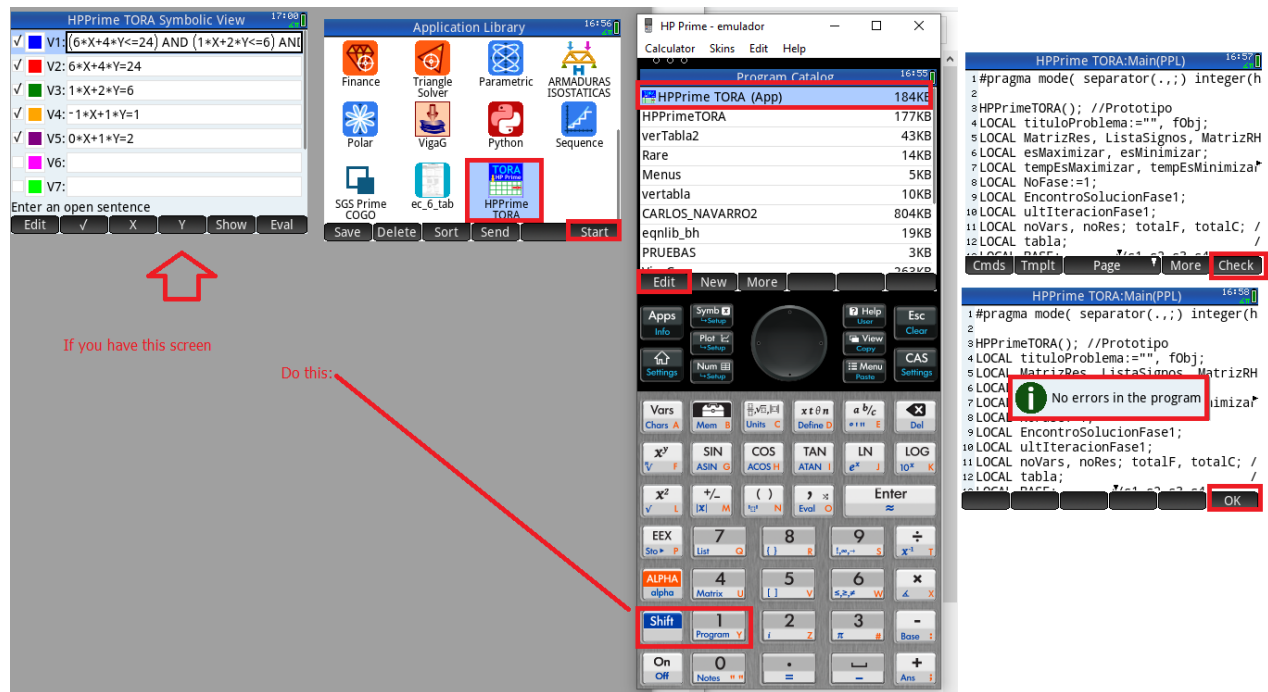
Epsilon is to try to cover the precision problem of the HP Prime in HOME, since in the two-phase method the objective function must be zero (the sum of the artificial variables is always minimized in this method, in the first phase)

Graphic Method:



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