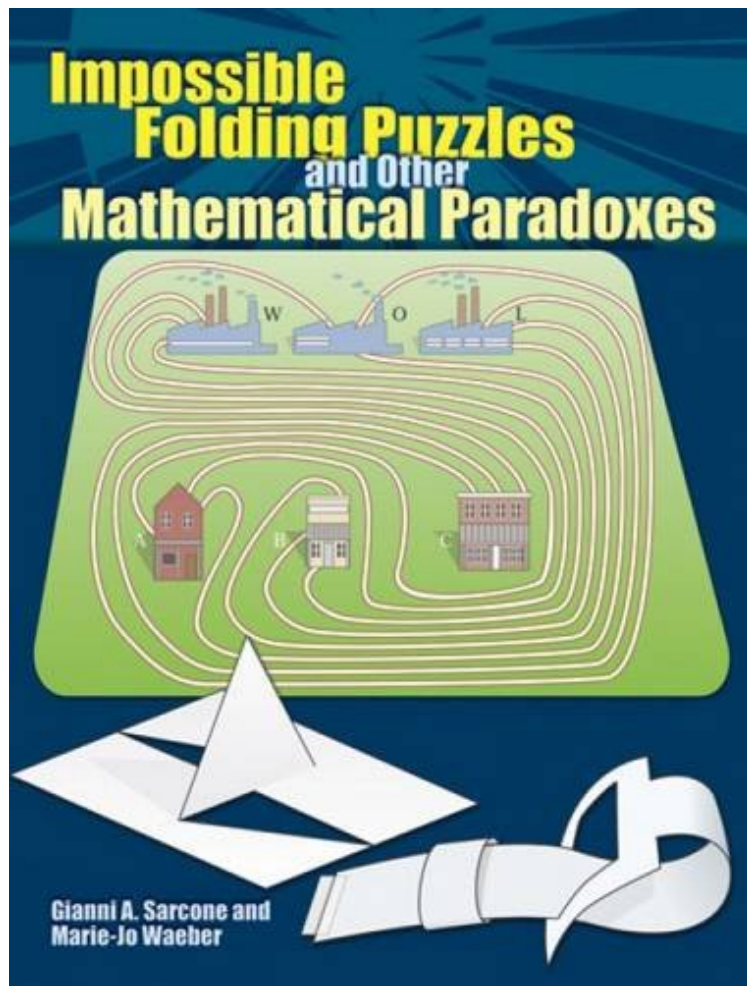


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Gianni A. Sarcone, Marie-Jo Waeber
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Gianni A. Sarcone, Marie-Jo Waeber : Impossible Folding Puzzles and Other Mathematical Paradoxes (Dover Books on Recreational Math) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Impossible Folding Puzzles and Other Mathematical Paradoxes (Dover Books on Recreational Math):

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Logic Solving As software testers we have to think out the box which means that problem solving puzzles are great training aids. The book *Impossible Folding Puzzles and Other Mathematical Paradoxes* by Gianni A. Sarcone and Marie-Jo Waeber tries to explain why people often fail at them and how you can hone your problem solving skills. What Do You Like? The main thing I like about this book is that it tries to link the mathematical concepts to the puzzles it shows. An example the first chapter is about puzzles related to topology. Topology is describing the properties of an object that remain unchanged when you transform shapes such as bending or stretching them. Give Me The Lowdown On One Concept From The Book. One central idea to the book is you can reduce many mathematical problems and puzzles down to misdirection (similar to the same way magicians use misdirection). The fact people have trouble solving a problem due to the way our brains are programmed to work and how we look at problems in a certain way. This is a very important concept to understand as software testers as it is central to how we test software. As testers we should always be looking out the box and not following the 'happy path'. However this book does remind us that even the best of us will still be forced into the established neurological programming and we need to have an awareness of this. Give Me One Quote From The Book. "The book says it aims to show: Nothing is as difficult as it seems. Nothing is as easy as it looks. Puzzles always have one, several or no solutions." If you are a software tester this book will help hone your skill on "thinking outside the box" and pushing ones view into a different perspective which are two very critical skills for software testers to work on.

Do all problems have solutions? Is complexity synonymous with difficulty? This original collection of mathematical puzzles and paradoxes proves that things aren't always what they seem! Readers will discover that nothing is as easy or as difficult as it looks and that puzzles can have one, several, or no solutions. The fun-filled puzzles begin with *The Tricky Hole*, a challenge that involves pushing a large coin through a small hole in a sheet of paper without ripping or making any cuts in the paper. Advance to the *Elastic Playing Card*, in which it's possible to cut a hole into a playing card big enough for someone to climb through. Other incredible puzzles include *Elephants and Castles*, *Trianglized Kangaroo*, *Honest Dice and Logic Dice*, *Mind-reading Powers*, and dozens more. Complete solutions explain the mathematical realities behind the fantastic-sounding challenges.