SOFTWARE AT COUNTY GENERAL

County General employs four programmers: Fern, Lyle, Chuck, and Claudia.

Each programmer is in charge of a different project.

FORTRAN was the first high-level language to be developed, followed closely by LISP and COBOL.

SOFTWARE AT COUNTY GENERAL

The four languages used at County General Hospital are FORTRAN, COBOL, Pascal, and LISP.

Claudia never plays cards.

COBOL is widely used as a language for business-oriented programs.

Everyone who can helps out with the project that's written in FORTRAN.

SOFTWARE AT COUNTY GENERAL

Your job, as a group, is to figure out which programmer is in charge of which project, and to figure out which language each project is written in.

The person working in COBOL, the programmer in charge of the CAT scan project, and Fern play pinochle (a card game) together during lunch.

Chuck takes the same bus home as the programmer working in FORTRAN.

SOFTWARE AT COUNTY GENERAL

Each of the four programmers at County General understands all of the languages used there—except for the one language that begins with the same letter as his or her first name.

Each of the four projects is written in a different language.

Claudia plays racquetball with the programmer in charge of the project written in LISP.

SOFTWARE AT COUNTY GENERAL

The FORTRAN and Pascal programmers both took Physics in high school.

The program listing for the diagnosis system was put into Lyle's mailbox by mistake; he didn't even recognize it as a computer program.

The FORTRAN programmer occasionally helps out on the CAT scan project.

SOFTWARE AT COUNTY GENERAL

County General Hospital has four major software projects:
- a CAT scan controller
- a blood analysis program
- a payroll accounting system
- an automated diagnosis system

The blood analysis program could not be written in COBOL.

Fern, who is the most experienced programmer on the staff, can't help with the blood analysis program.
HIGH SCHOOL FRIENDS

These are your clues to help solve the group's problem.

Read them to the group, but do not show them to anyone.

• Both Alice and Mary get seasick.
• Alice, Mary, Ellen, and Barbara were friends in high school.

HIGH SCHOOL FRIENDS

These are your clues to help solve the group's problem.

Read them to the group, but do not show them to anyone.

• Neither Mary nor Barbara knows anything about computers.
• Barbara is not the astronaut.

HIGH SCHOOL FRIENDS

These are your clues to help solve the group's problem.

Read them to the group, but do not show them to anyone.

• Astronauts and sea captains must not suffer from seasickness.
• The friends became an astronaut, a banker, a physicist, and a sea captain.

HIGH SCHOOL FRIENDS

These are your clues to help solve the group's problem.

Read them to the group, but do not show them to anyone.

• Astronauts and physicists must know something about computers.
• Find each person's job.

HIGH SCHOOL FRIENDS

These are your clues to help solve the group's problem.

Read them to the group, but do not show them to anyone.

• Ellen asked the banker for some financial advice.
• Alice does not know how to swim.

HIGH SCHOOL FRIENDS

These are your clues to help solve the group's problem.

Read them to the group, but do not show them to anyone.

• Barbara wishes she had taken more math in high school.
• Mary and the astronaut exercise together.