

# An Educational Linear Programming Software Environment

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## ABSTRACT

This paper describes a software environment that allows to test user's knowledge on Linear Programming traditional techniques. In this environment all interactions with the users are performed by means of an appropriated graphical interface. During a problem solving session, the computer guides the users through algorithms steps applications - evaluating the necessary computations - letting the users the decision-making process and warning them when a wrong decision is taken. The requirements for a software environment to support learning and teaching tasks are discussed. A module composing the environment is shown and an example of its use is given.