A NEW TECHNIQUE TO SOLVE THE INSTANT INSANITY PROBLEM

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Abstract

Instant Insanity [E. G. Goodaire and M. M. Parmenter, Discrete Mathematics with Graph Theory, Prentice Hall, New Jersy, 2002] consists of four cubes, each of whose six faces are colored with one of the four colors: red, blue, white, and green. The object is to stack the cubes in such a way that each of the four colors appears on each side of the resulting column. See Figure 1 below [Escrito por Belén Garrido Garrido, Puzzle Locura Instantanea (Instant Insanity), Martes 13 de Diciembre de, 2011]. Traditionally, this could be solved using graph theory. However, in this article, we introduce a new technique to solve the problem without using graph theory. We also used a Perl programming language to implement the new approach for the Instant Insanity.