

Implementing and solving games with best payoff method

Ferreira, M. A. M., & Matos, M. C. (2020). Implementing and solving games with best payoff method. In Manuel Alberto M. Ferreira (Ed.), *Theory and practice of mathematics and computer science (2)* (pp. 61-69). Book Publisher International. DOI: 10.9734/bpi/tpmcs/v2