

```

enum Box = {one,two,three} ;

array[Box] of var bool: MessageTrue ;
array[Box] of var bool: GoldContained ;

constraint MessageTrue[one] = GoldContained[one] ; % Gold is in this box
constraint MessageTrue[two] != GoldContained[two] ; % Gold is not in this box
constraint MessageTrue[three] != GoldContained[one] ; % Gold is in not in Box 1

constraint sum(MessageTrue) = 1 ;
constraint sum(GoldContained) = 1 ;

solve satisfy ;

output [ "The gold is in box \b)." | b in Box where fix(GoldContained[b])] ;

% Running WhereIsTheGold.mzn
% The gold is in box two.
% -----
% =====
% Finished in 277msec

```