region $R = [1..n, 1..n]$;
direction north = $[-1, 0]$; south = $[1, 0]$;
    east = $[0, 1]$; west = $[0, -1]$;

var $A$, Temp: $[R]$ float;
error: float;

$[R]$ $A := 0.0$;
[north of R] $A := 1.0$;
[south of R] $A := 1.0$;
[east of R] $A := 1.0$;
[west of R] $A := 1.0$;

$[R]$ repeat
    Temp := ($A@north + A@east + A@west +$
            $A@south$) / 4;
    error := max << abs($A$-Temp);
    $A := Temp$;
    until error < EPSILON;

Examples using ZPL.

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