```
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.