算法和数据结构 liuyubobobo

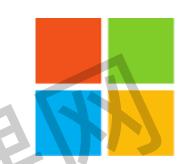






























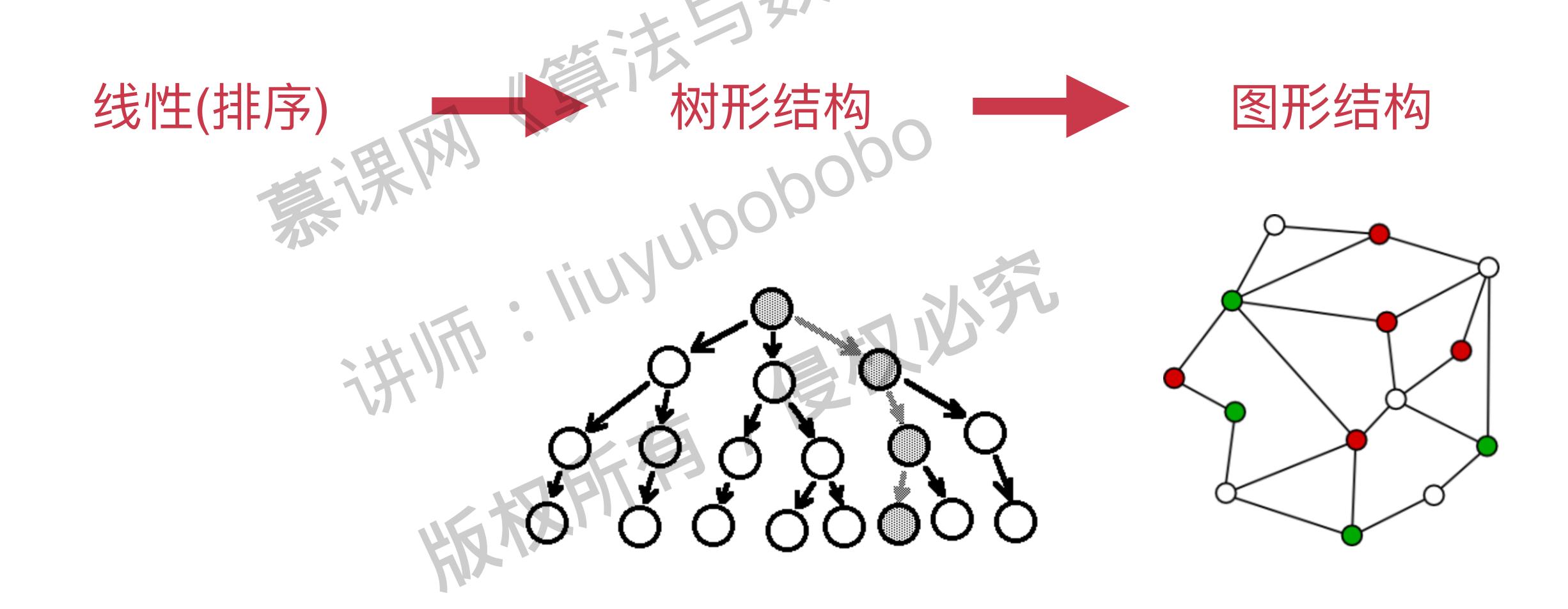






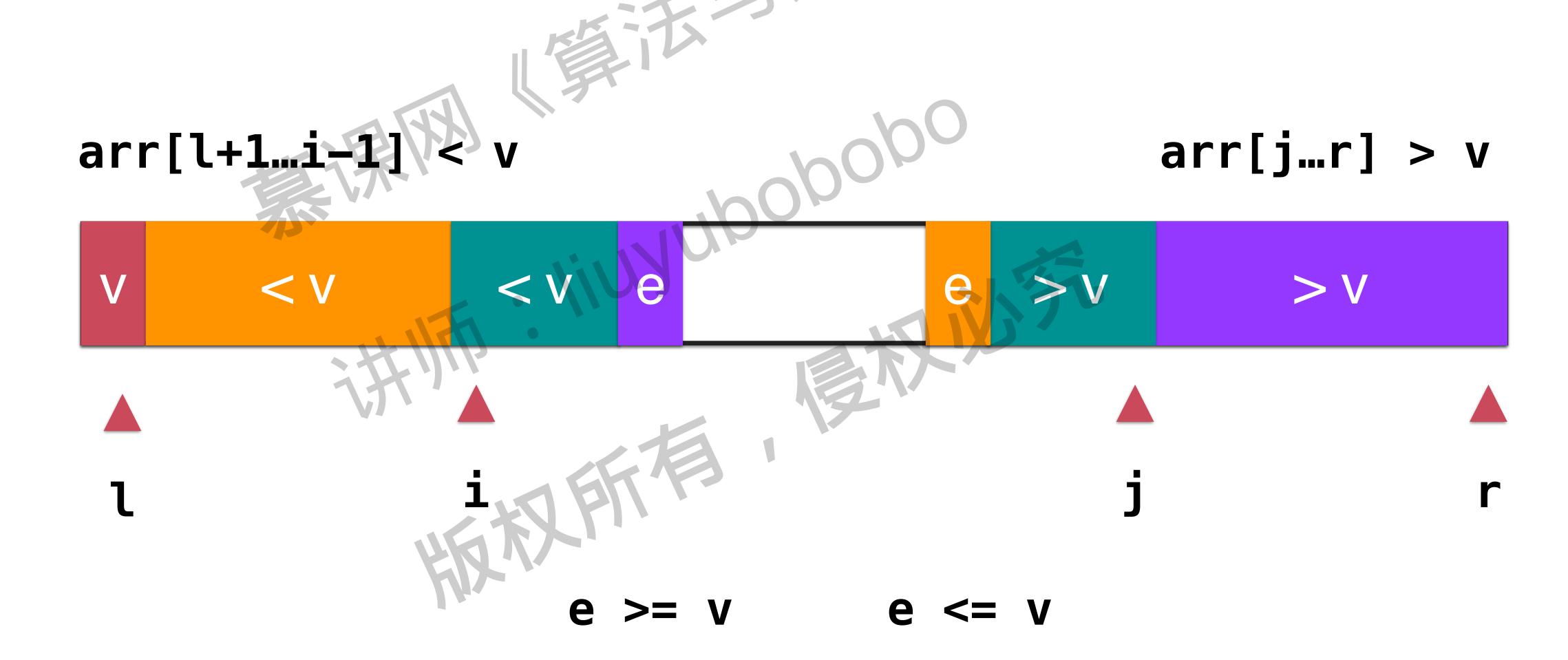


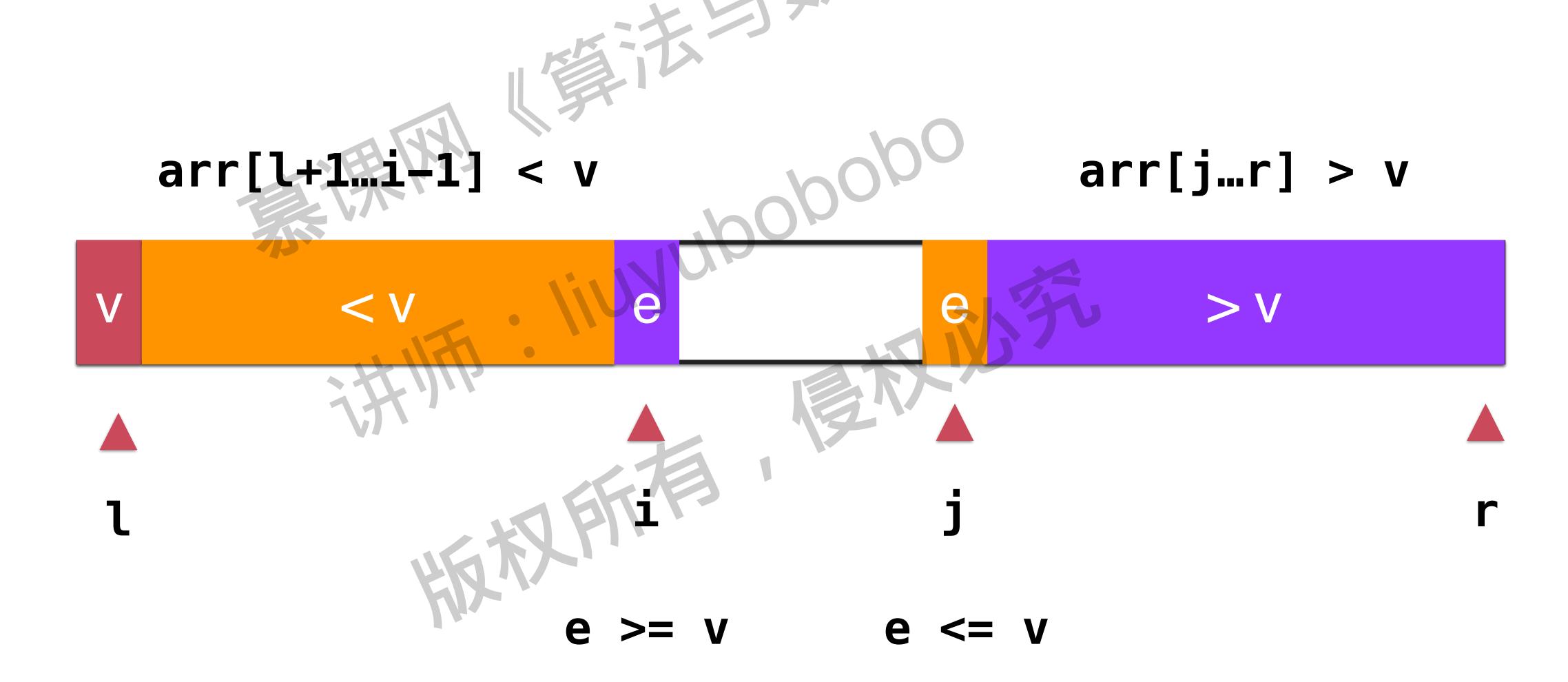
学习路径

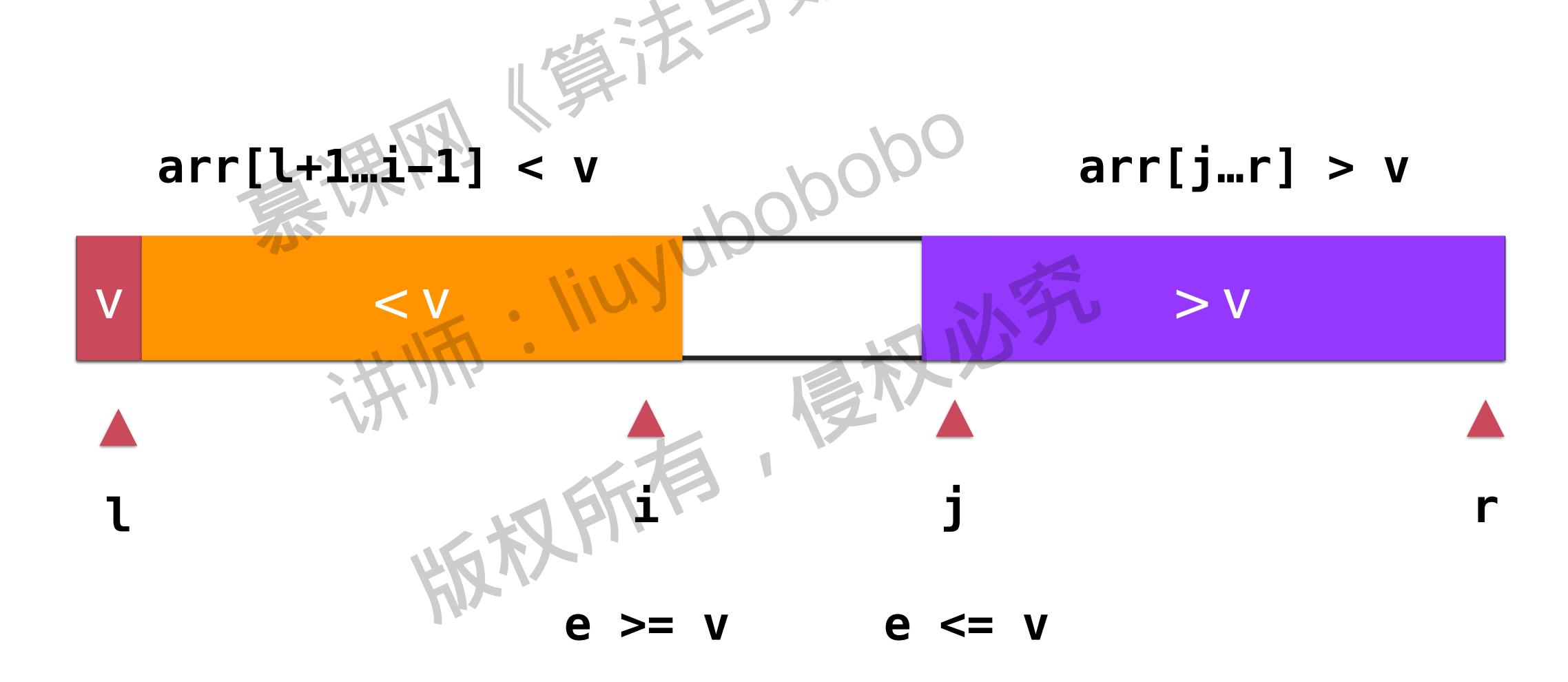


归并排序 Merge Sort

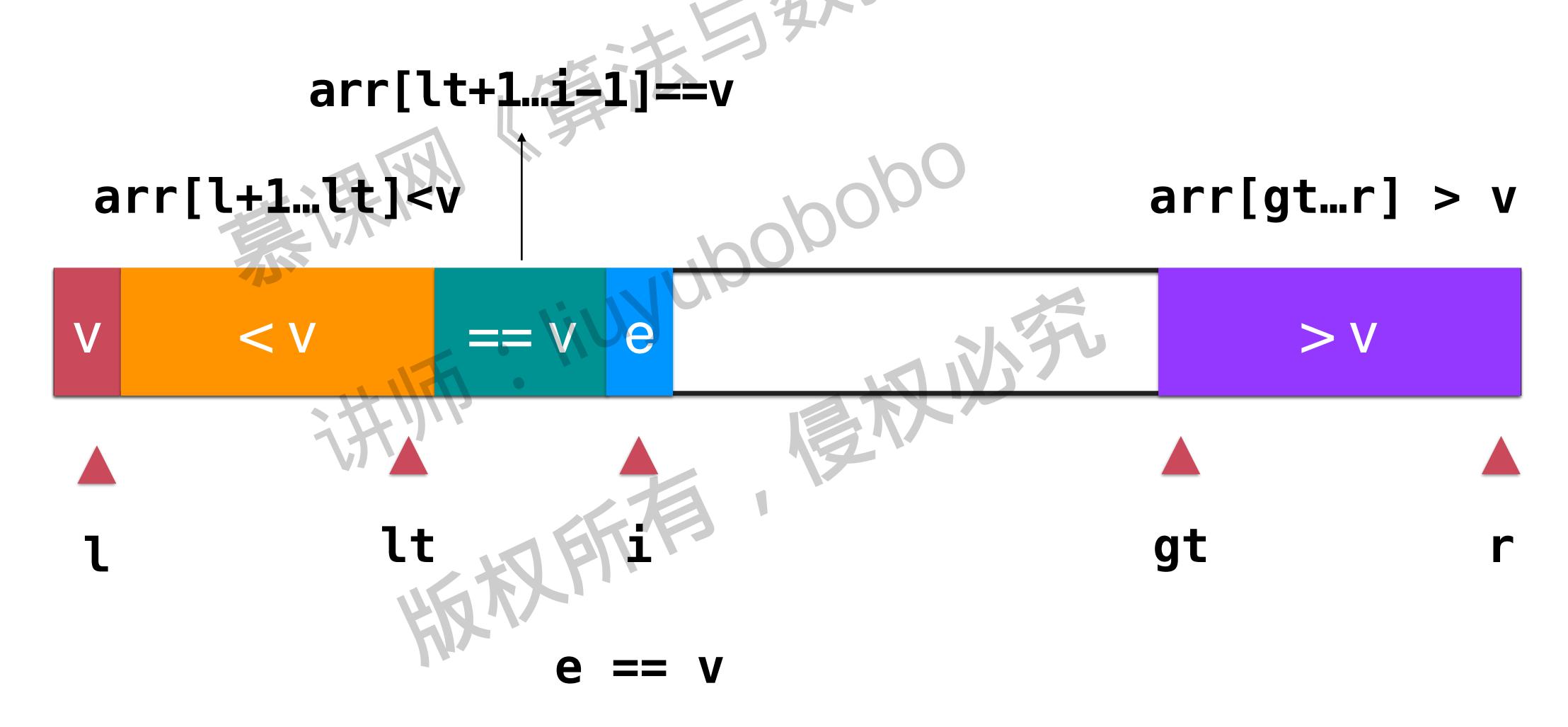
Level 0	8 6 2 3 1 5 7 4
Level 1	8 6 2 3 1 5 7 4
Level 2	8 6 2 3 1 5 7 4
Level 3	8 6 2 3 1 5 7 4
N log(N)	

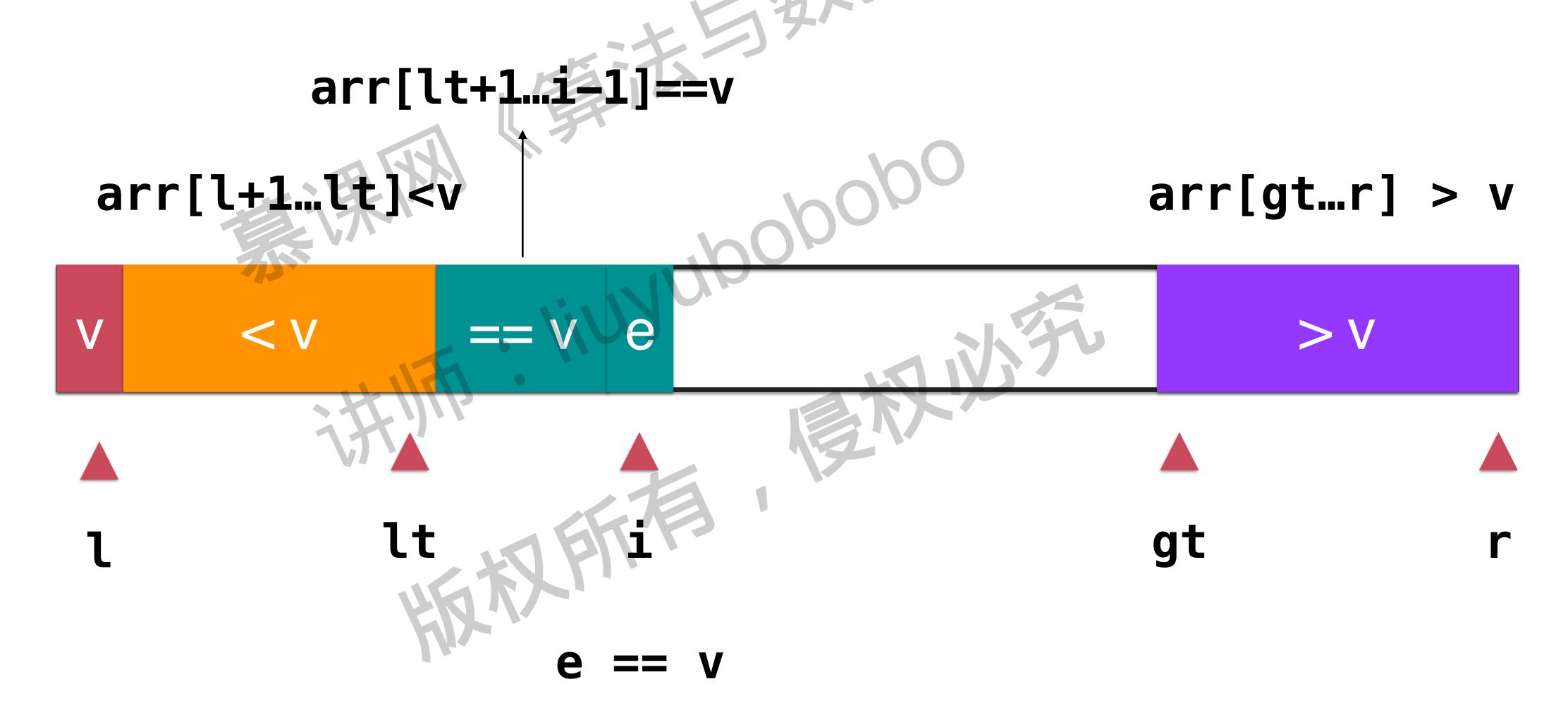


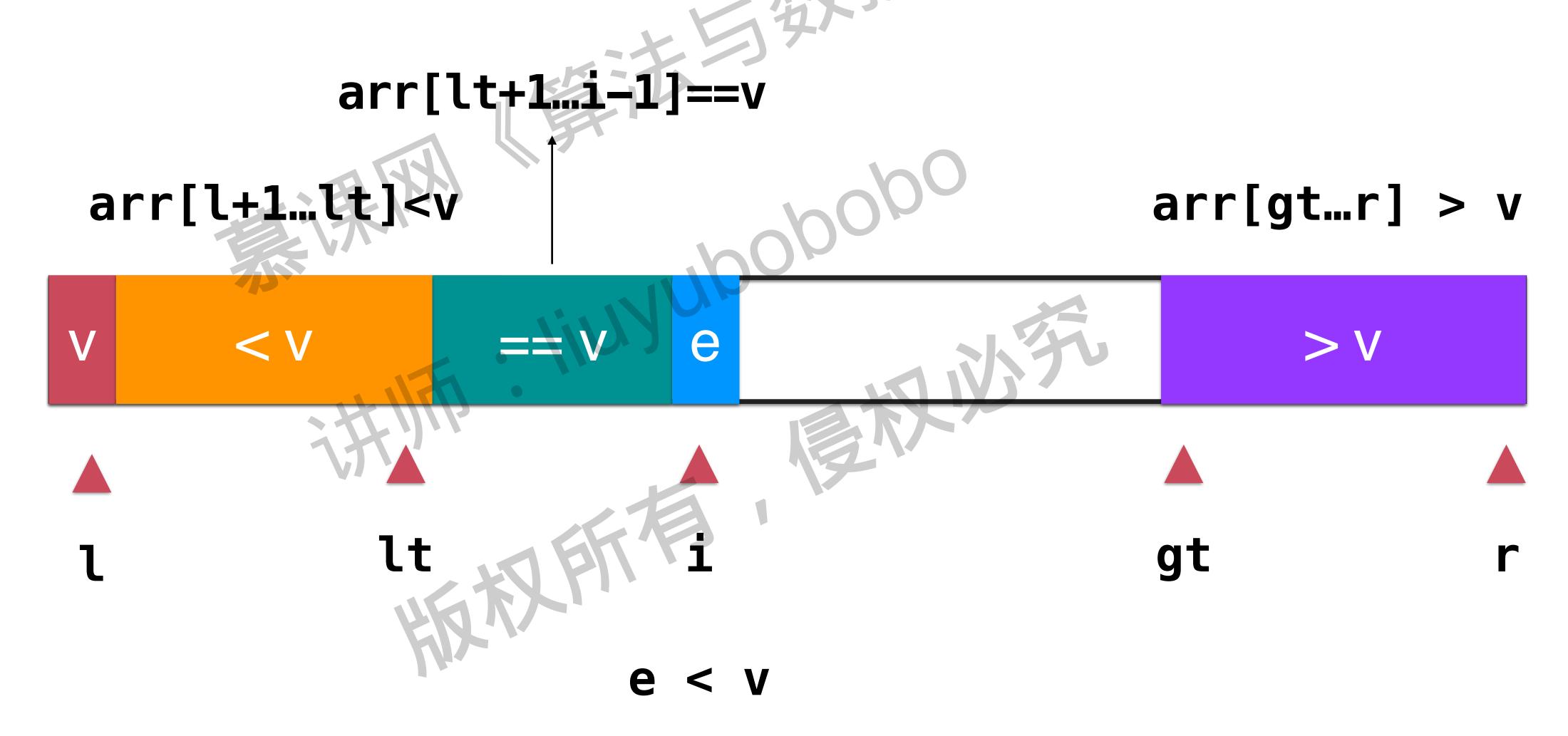


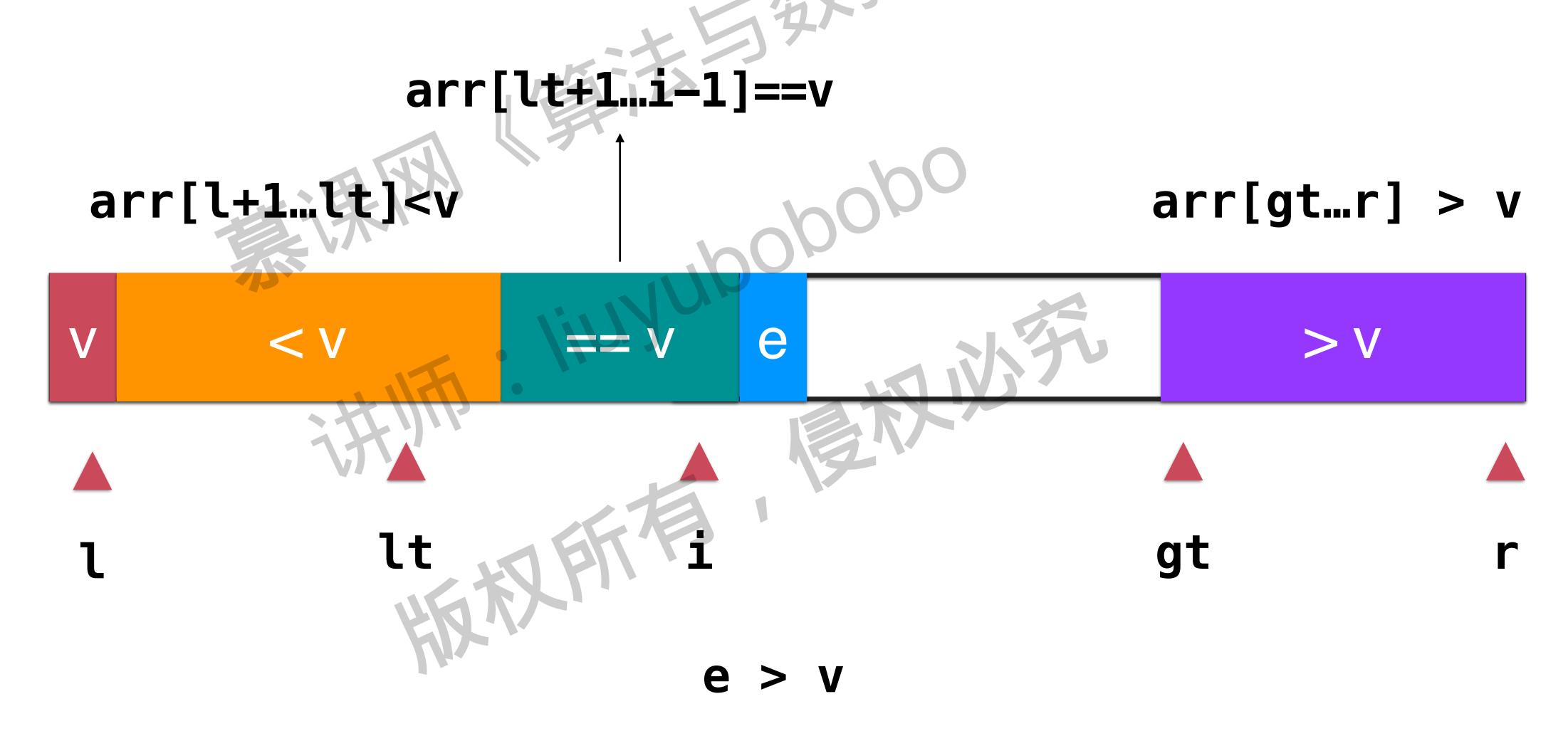


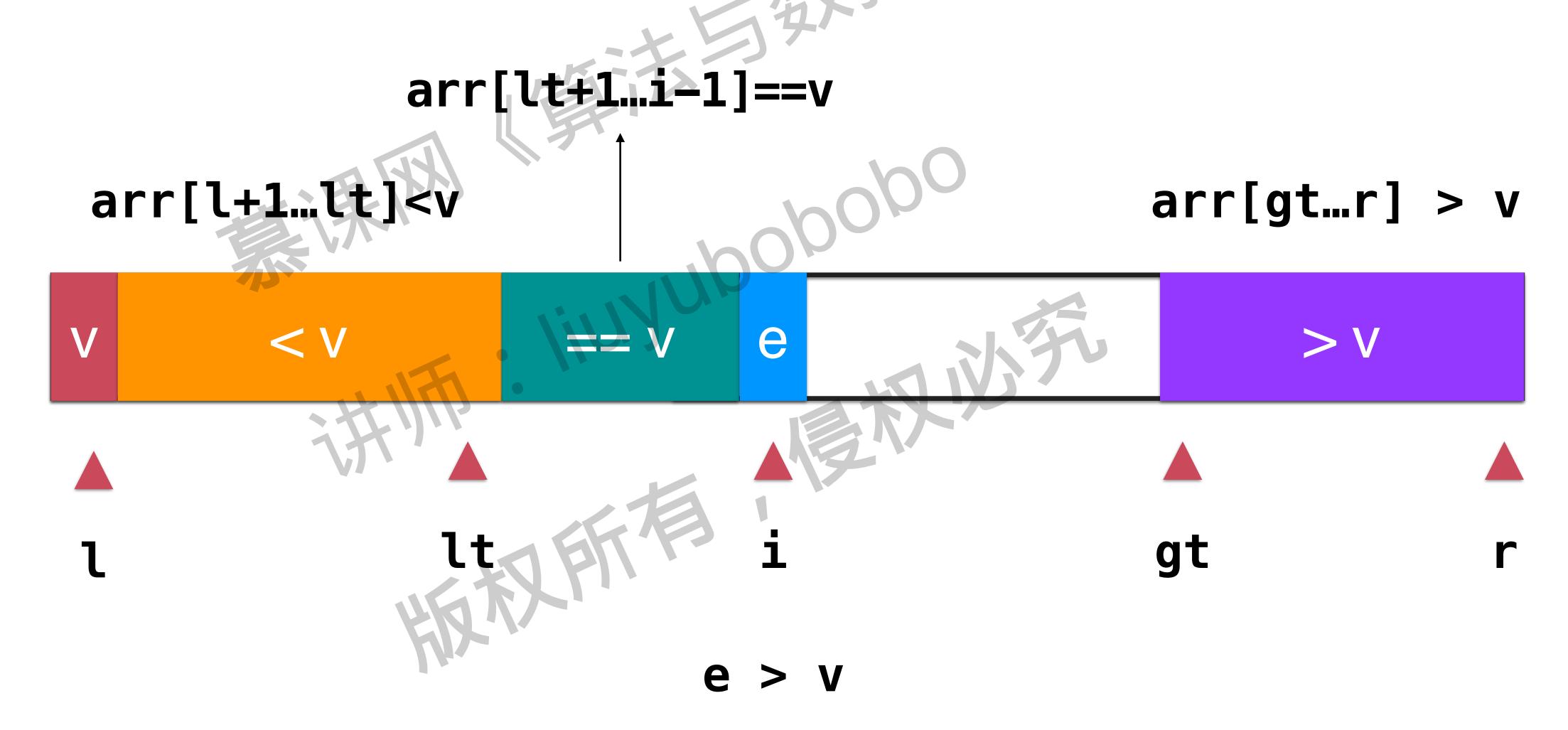
arr[l+1...i-1] arr[j...r] >= v e <= v

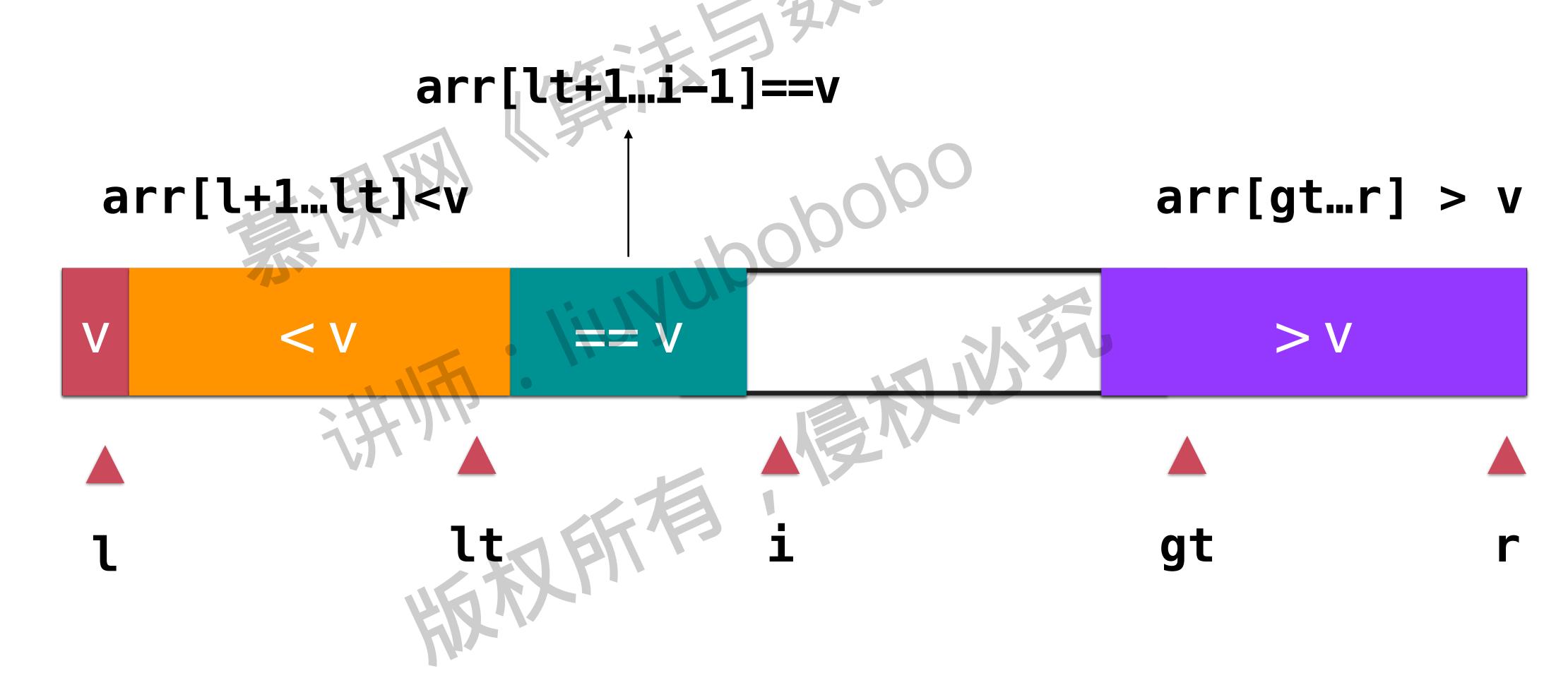


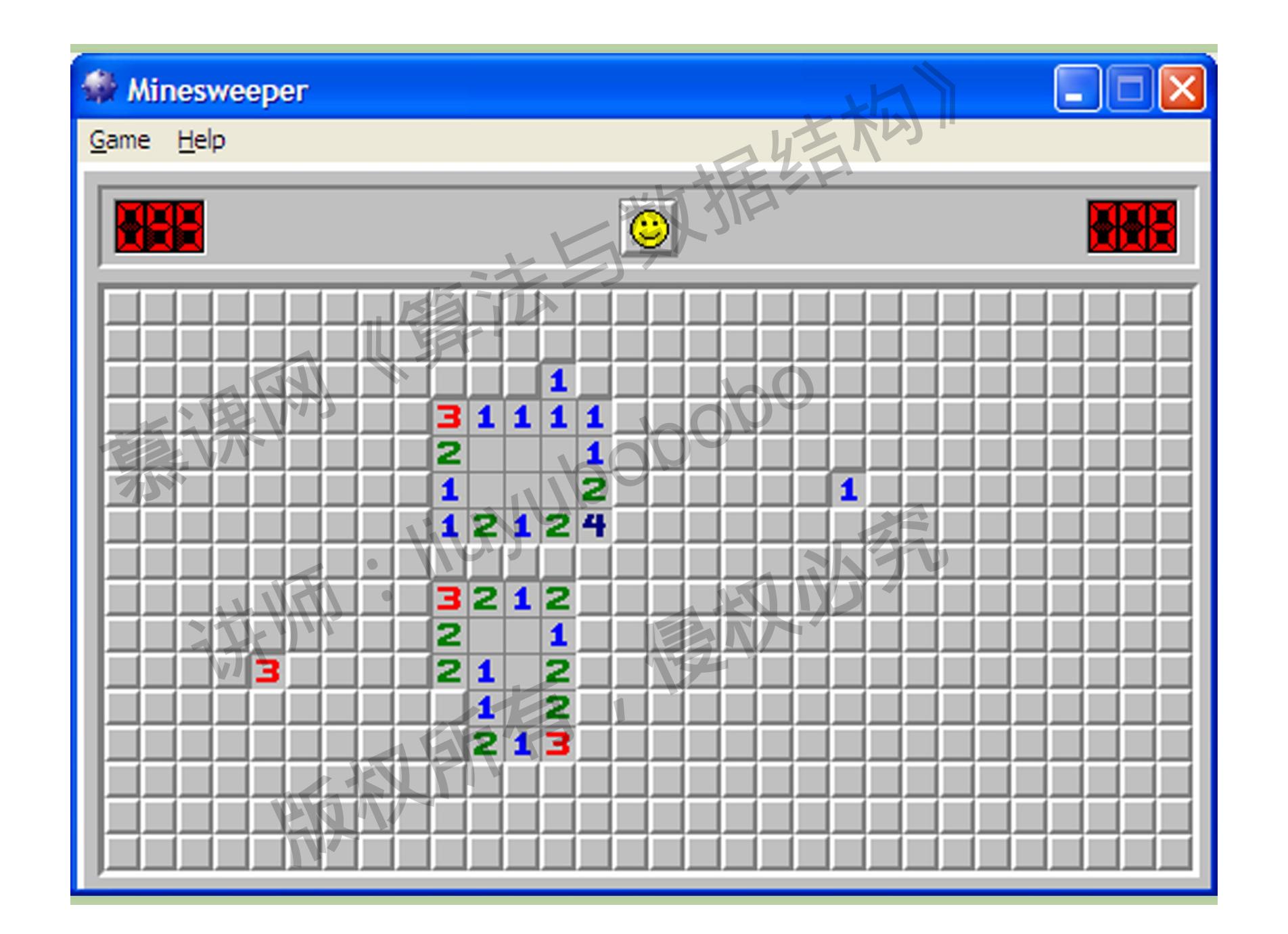




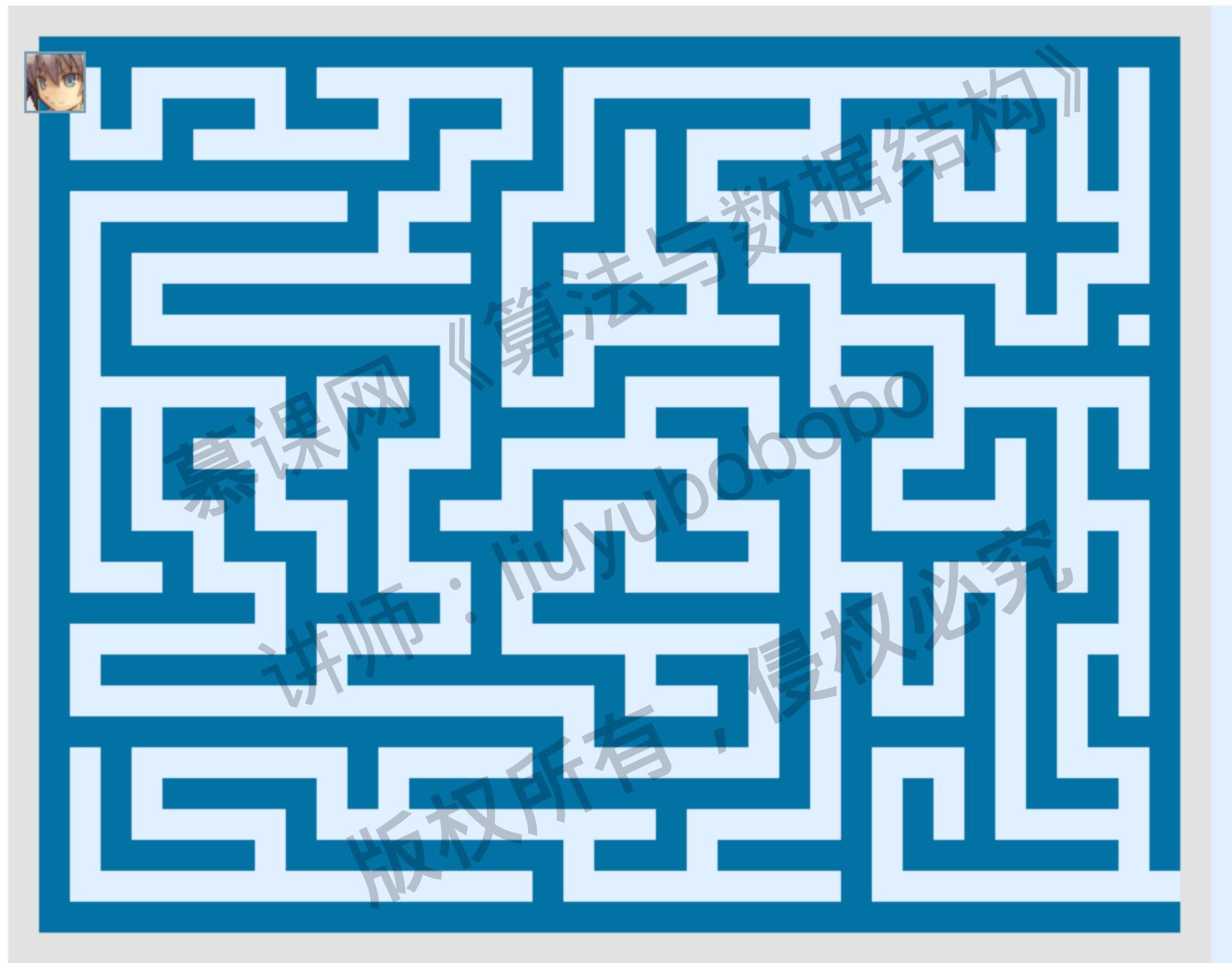












重新生成迷宫

生成迷宫 - (算法A)

生成迷宫 - (算法B)

选择你的角色





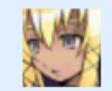






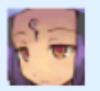


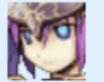














骑士







算法和数据结构 liuyubobobo