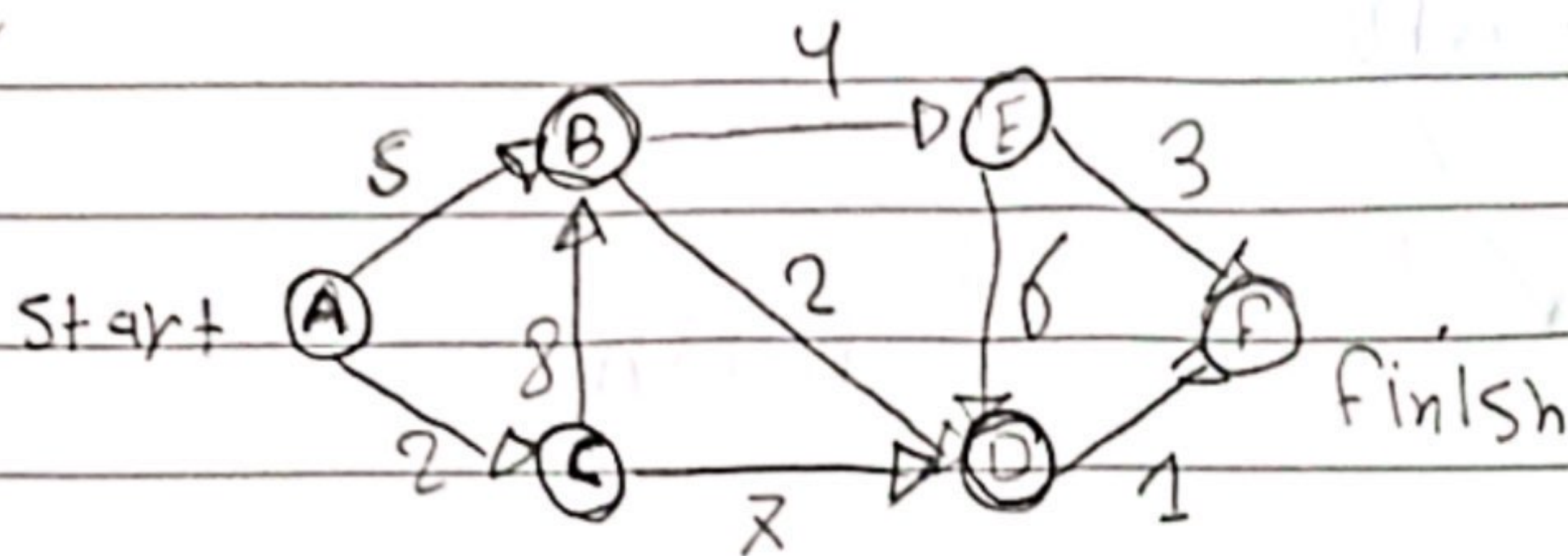


Object

(A)



PARENT NODE COST

Start	B	5
Start	C	2
-	E	∞
-	D	∞
-	F	∞

PARENT NODE COST

C	B	10
Start	C	2
-	E	∞
C	D	2
-	F	∞



Start	B	5
Start	C	2
B	E	9
E	D	15
E	F	12

Start	B	5
Start	C	2
B	E	9
B	D	7
-	F	∞



Start	B	5
Start	C	2
B	E	9
B	D	7
D	F	8

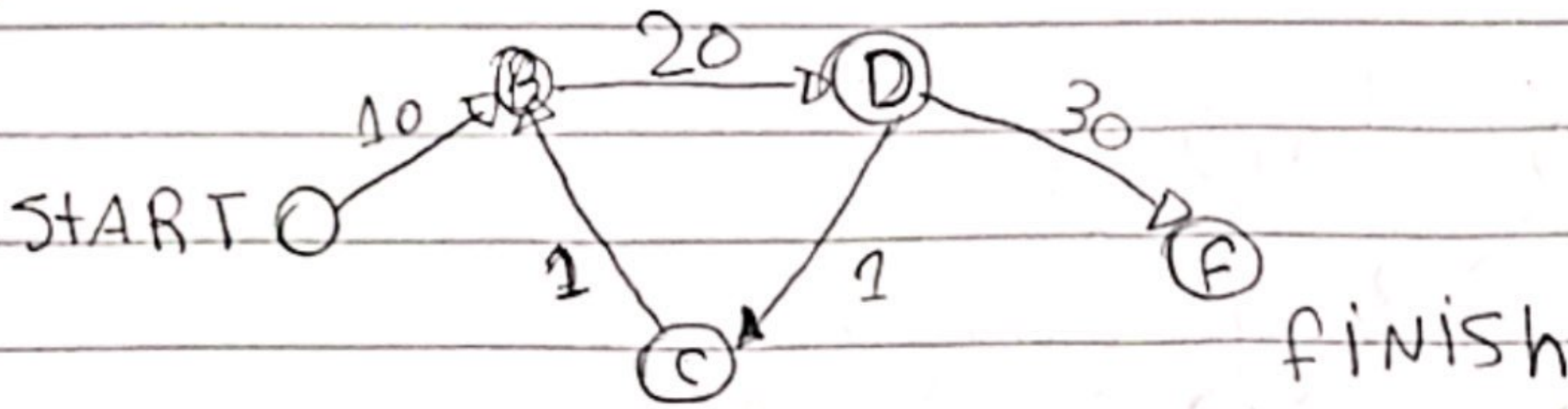
A = 8

✓✓ 1-



Object

(B)



Start	B	10
-	D	∞
-	C	∞
-	F	∞

Start	B	10
B	D	30
-	C	∞
-	F	∞

Start	B	10
B	D	30
D	C	31
D	F	60

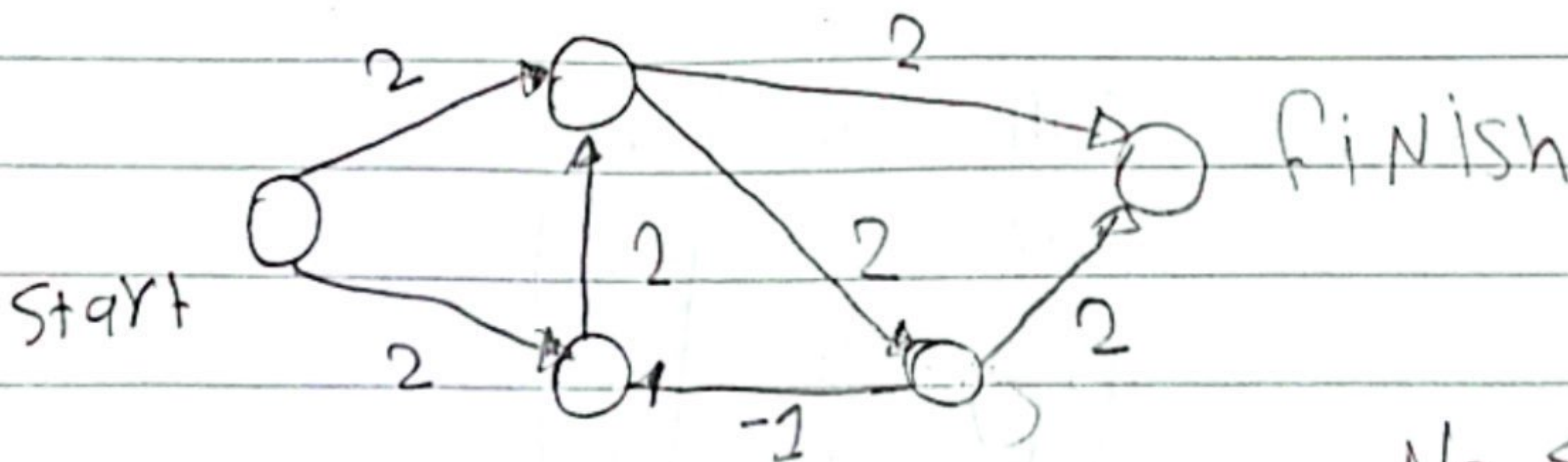
C	B	32
B	D	32
D	C	31
D	F	60

C	B	32
B	D	30
D	C	31
D	F	60

while xx
1 cycle is

B = 60

(C)



No short path
Because it contain
negative weight
cycle.

Object

8.1 A greedy strategy would be to pick the largest box that will fit in the remaining space, and repeat until you can't pack any more boxes. No, this won't give you the optimal solution.

8.2 Keep picking the activity with the highest point value that you can still do in the time you have left. Stop when you can't do anything else. No, this won't give you the optimal solution.

8.3 No

8.4 Yes

8.5 Yes

8.6 Yes

8.7 Yes

8.8 Yes

9.1 Yes

9.2 water, food, camera

9.3

	C	L	U	E	S
B	0	0	0	0	0
L	0	1	0	0	0
U	0	0	2	0	0
E	0	0	0	3	0

