

ch. 7

7.1 \rightarrow A: 8 B: 60

c: we can't use Dijkstra's algorithm if there are negative weight edges (4)

Ch. 8

8.1 \rightarrow By using greedy strategy it will ^{choose} ~~like~~ the largest box and repeat that until the next largest box will not fit the remaining space and that is not the optimal solution.

8.2 \rightarrow Greedy strategy will choose the thing with the highest value that you can see and this is not the optimal solution because time will be ended and we may not be able to see other things.

8.3 \rightarrow not greedy algorithm

8.4 \rightarrow greedy algorithm

8.5 \rightarrow greedy algorithm

8.6 \rightarrow yes 8.7 \rightarrow yes 8.8 \rightarrow yes

Ch. 9

5.1 \rightarrow $\overset{1000}{\text{MP3}} + \overset{2000}{\text{iPhone}} + \overset{1500}{\text{guitar}} \rightarrow \underline{4500} \checkmark$
 $\underset{116}{\text{MP3}} \quad \underset{116}{\text{iPhone}} \quad \underset{116}{\text{guitar}}$

9.2 \rightarrow Water + Food + Camera \rightarrow 25 ✓
~~Back + Food~~

9.3 →	B	L	u	F
C	0	0	0	0
E	0	1	0	0
u	0	0	2	0
F	0	0	0	3
S	0	0	0	0