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Q3.

1.For every monster, store its g_i and a_i of monster I of the form (a_i,g_i) in position i of array A.

2.The ordering of the monstering will be stored in array O.

3.put the initial strength point of the champion in a variable called S.

4.put the number of monsters in a variable called I.

5.Assume A[1] is the first element of the array.

6.Have n iterations where n is the number of monsters(I).

6.1.go though array A, find the position of a monster which satisfies

pos = Pos max{g_i / a_i: a_i <= S} ---> find the position of the monster which the champion would be able to kill and provides relatively highest reward

6.2 If there exists such monster, then update the S, using S = S + $g_i - a_i$, append the pos to array O, and remove monster i from array A.

6.3 Else(if there is no such monster), then terminates the loop, and give the feedback of "no such ordering"

7.If the "no such ordering" feedback is not received, return array O