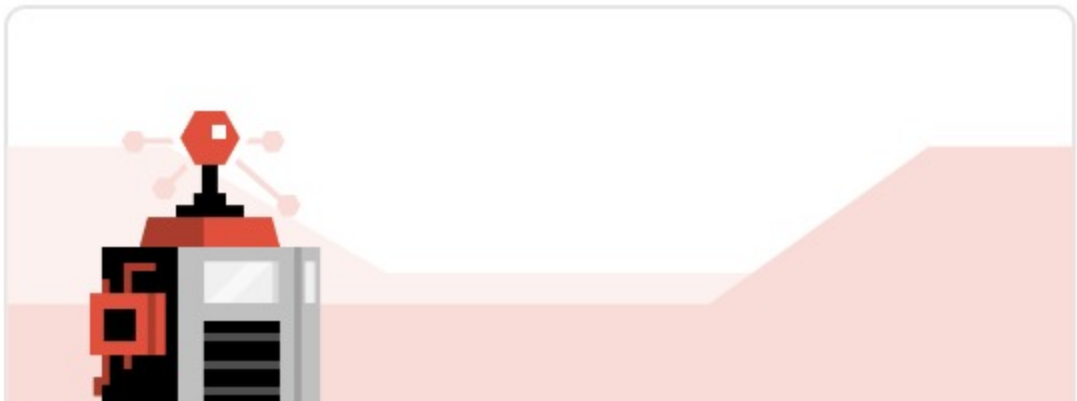


← Computer Science & Programming






Computer Science & Programming


LEVEL 2


2.2 Introduction to Algorithms

Learn how to make a computer do what you want, elegantly and efficiently.



 15 Lessons


- 1 
- Building Blocks
- 


Pseudocode
- 

Conditional Algorithms
- 



Repetition


- 2 
- Storing Information
- 


Manipulating Numbers
- 

Arrays
- 



Searching an Array


- 3 
- Array Algorithms
- 


Binary Search
- 

Sorting an Array
- 



Insertion Sort


- 4 
- Stable Matching
- 


The Stable Matching Problem
- 

Using Greediness
- 

Deferred Acceptance Algorithm

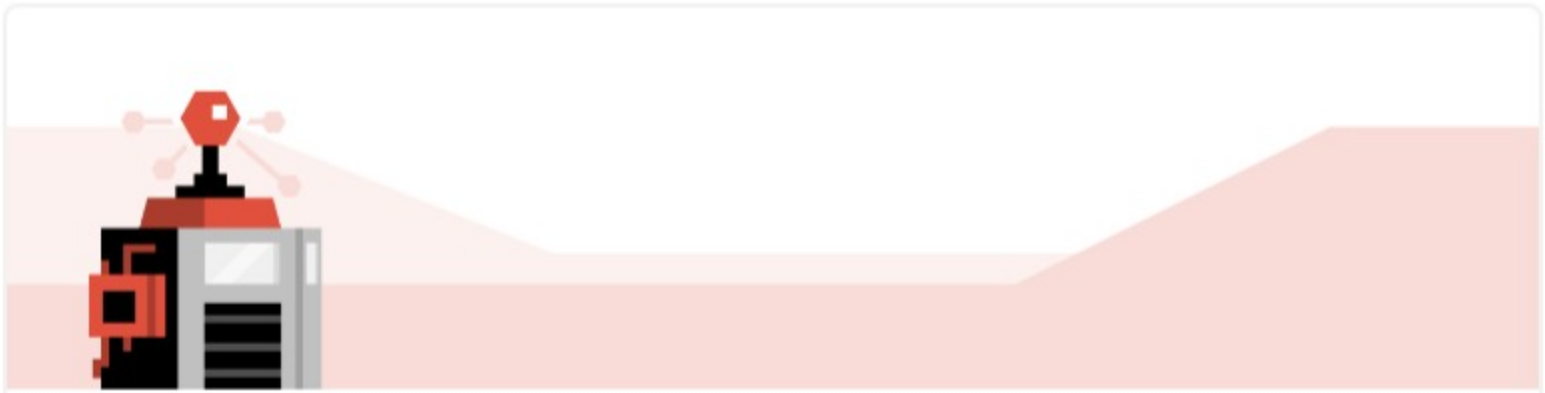
- 5 
- Algorithmic Complexity
- 

Correctness
- 

Termination
- 

Variants

Up next



Computer Science & Programming

LEVEL 3

3.1 Algorithms and Data Structures

The fundamental toolkit for the aspiring computer scientist or programmer.

Visit course