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Aim: To implement greedy & dynamic programming approach for activity selection problem.

Conclusion: Activity selection is a classic optimization problem that involves selecting the maximum number of mutually compatible activities from a given set of activities. There are two popular approaches to solve this problem. Greedy Approach & Dynamic Programming approach.

The Greedy approch sorts the activities by their finishing times & selects the activities in a way that does not overlap with previously selected activities.

This approach has a time complexity of O(nlogn) due to sorting & space complexity of O(n). It is relatively easy to implement & provides optimal solution.

Dynamic programming has a time-complexity of $O(n^2)$ & space complexity of $O(n^2)$. It is relatively complex to implement but can handele more complex variations of the problem, such as when activity weights are assigned & is also quite slower than greedy approach.