Ankil Ray 1906534 Date: Date: Activity Selection Broblem:-In Given activites with Start and finish time select the max. no of a ctivites that can be bestoomed by a single berson assuming that a berson as can only work on a single activity at a time. Greed-Activity Selection (s, f) & N=length [s]; A={13 for i = 2 to n Do if Sizfi Then A = A U Ei3 seturn As Steps to Solve the Boblin 1) Sost the activities as fer finishing time in ascending order. 2) select the first activity. 3) Selection of the new activity of its starting time is greater than or equal to the previously selected activity and finish time. (100 polar 10 = (12) 7 mod + 3 mod 3 d

Ankid Raj 1900533 Dates Page No.
Activity: a1 a2 a3 a4 a5 a6 a7 a8 Start: 1 0 1 4 2 5 3 4 Ainist: 3 4 2 6 9 8 5 5
Stabl: Activity: a3 a1 a2 a7 a8 a4 a6 a7 Stabl: 1 1 0 3 4 4 5 2 finish: 2 3 4 5 5 6 8 9
Steps: forev=i, Next=j
Start time (j) > 2 finish time (i) if yes. Select (j)
select activity: a3
$0) = 2 \times (07)$ $3) = 2 \times (07)$ Selected activity: 03,07
$4 > = 5 \times $ $4 > = 5 \times $ $4 > = 5 \times $ $5 > = 5 \sim (a 6)$
Selected activities are: a3, a7, a6
27=8X Answer 0: a3 a7 a6
If given activity on Sooted order of finish time => T(n) = O(n)
if not then, T(4)=01 nlog n).

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