Greedy → लाळची

Selling cost → | 1 | 5 | 6 | 2 | 3 |
weight → | 2 | 5 | 3 | 2 | 1 |

Maximize / Minimize   Something

Maximize the selling cost

10Kg

Optimization Problem

Greedy Technique   DP

✓ ✗ ✗ ✗ ✗
✓ ✓ ✗ ✗ ✗
✓ ✗ ✓ ✗ ✗

Problem 1

[1, 3] → 2   Max amount of attend class   ③
[2, 7] → 5
[1, 4] → 3
[3, 4] → 1
[5, 10] → 5

1 ✓
2   3

2 ———— 7

1 ✗ ✓ 4

12 ✓
3   4

5 ✓ 3 10

(0 → 10)
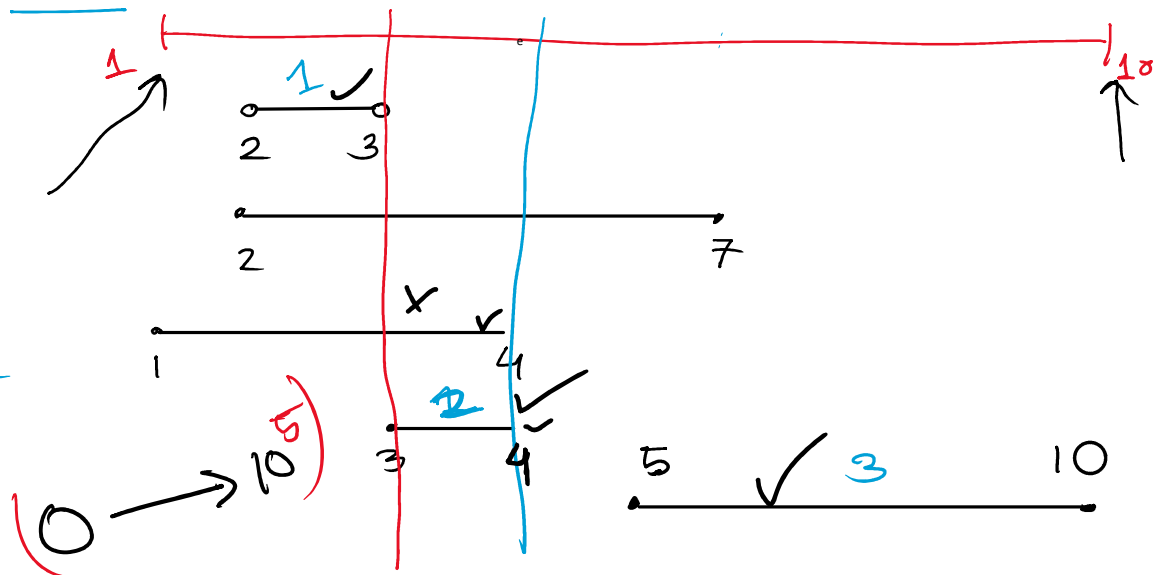
Problem 2

Problem 2
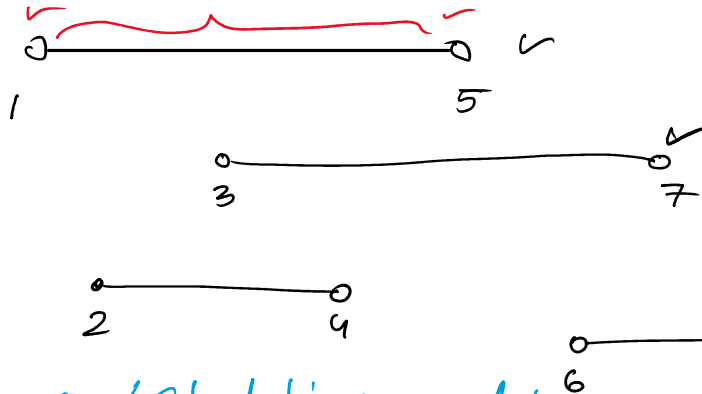
Minimum number of teachers needed

Maximum overlap class

$N < 10^5$ $0 \leq$ Start time, end time $\leq 10^9$

1	2	3	3	2	2	2	1	
0	1	2	3	4	5	6	7	8	9

Problem 3

range = 4, $10^5 \leq N$, $R_e \leq N$, $a[i] \leq 10^5$

Value →	6	5	⑦	12	10	8	⑮	9	8
index →	0	1	2	3	4	5	6	7	8

$O(N \log N)$

$O(N)$

$O(W)$

12 12 12 15

Set <int> S;

S.erase(7);

8
10
12
15

insert → $O(\log N)$

delete

Problem 4   Ans: 0 2 3 6

0	1	2	3	4	5	6	7	8	9	10	11
1	3	2	2	3	3	1	1	3	1	2	3

$O(N^2)$

$O(N)$

$O(N)$

i   j

Consecutively
Two Pointer Technique!

id 1 → Blue
id 2 → Red
id 3 → Green

		1		
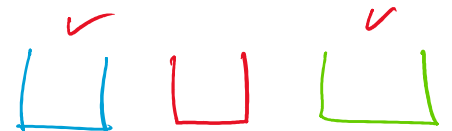
Consecutively

Two Pointer Technique/
Sliding Window

		1			
64   23
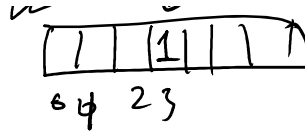
$\boxed{2}$

$1 \rightarrow N$: Start

Start $\rightarrow N$:

```
for (i=0 → N) {
    for (j=i → N) {

    }
}
```

$\boxed{DP}$

Greedy

Two Pointer/S.W → ☐

Binary Search →

01 Knapsack → Algo

Coin change → Algo/