

Game Theory and Greedy Algorithms for Interview Preparation

Game Theory

A winning state is a state from which current player can win the match if opponent makes some silly mistake in future

A. True

B. False

A winning state is a state from which current player can win the match if opponent makes some silly mistake in future

A. True



Given a heap with N sticks in it. A player can pick only 1 or 2 sticks at a time. The last person to pick any stick will win.

What is the condition to check if we will win on starting with N sticks?

- A. N should be divisible by 3
- B. N should not be divisible by 3
- C. N should be divisible by 2
- D. N should not be divisible by 2

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- C. N should be divisible by 2
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A losing state is a state from which the current player will always lose no matter what move he makes, and opponent play optimally.

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B. False

What should be the xor sum of a nim game to say current position is winning position?

- A. Zero
- B. One
- C. Equal to size of heap
- D. Non zero

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That's all!