

§ 2-B people recomniencted

 [Share template feedback](#)



🕒 10 minutes

**A**

8

**C**

[open article](#) →

1

⑤ 5 minutes

**PROBLEM**

How might we build a solution to predict forest fire and intimate before bigger impact?

**icy rules of brainstorming**

To run a smooth and productive session

- Stay in topic.
- Encourage wild ideas
- Defer judgment.
- Go for volume.

lipossible. b=visual

2

10 minute s

## Monitoring using satellites

Solving  
igger impact  
patrols

Using robots  
instead of  
humans

Analyzing  
probability of  
the forest fire  
in that  
location

3

⌚ 20 minutes

Predictioning:

## Using sensors approaches

USinCj UA  
for  
extinguishers

## Implementing automatic fire extinguisher

## Preserving any past conditions

Solving  
bigger impact  
by aerial  
patrols

Setting sound  
alarms across  
the forest to  
save animals

pending  
Notification to  
nearest fore  
fficials

4

Ⓢ 20 minutes

 Importance

If each e1 tile-se tasks could get done without any difficulty or cost, which would have the most positive impact?

**Feasibility**  
Regardless of their importance, which tasks are more feasible than others? (Cost, time, effort, complexity, etc.)

[Open example](#) →

The diagram illustrates the steps of the greedy algorithm for the knapsack problem. It shows four stages of the process:

- Initial State:** A knapsack with a capacity of 10 is shown. There are 10 items, each with a weight of 1 and a value of 1. A double-headed arrow indicates the capacity.
- Sorting:** The items are sorted by their value/weight ratio. In this case, all items have a ratio of 1, so they remain in their original order.
- Greedy Selection:** Items are added to the knapsack one by one until the next item would exceed the capacity. In this case, all 10 items are added because they all have a weight of 1 and a total weight of 10 is exactly the capacity.
- Final State:** The knapsack is full, containing all 10 items, each with a weight of 1 and a value of 1, for a total value of 10.