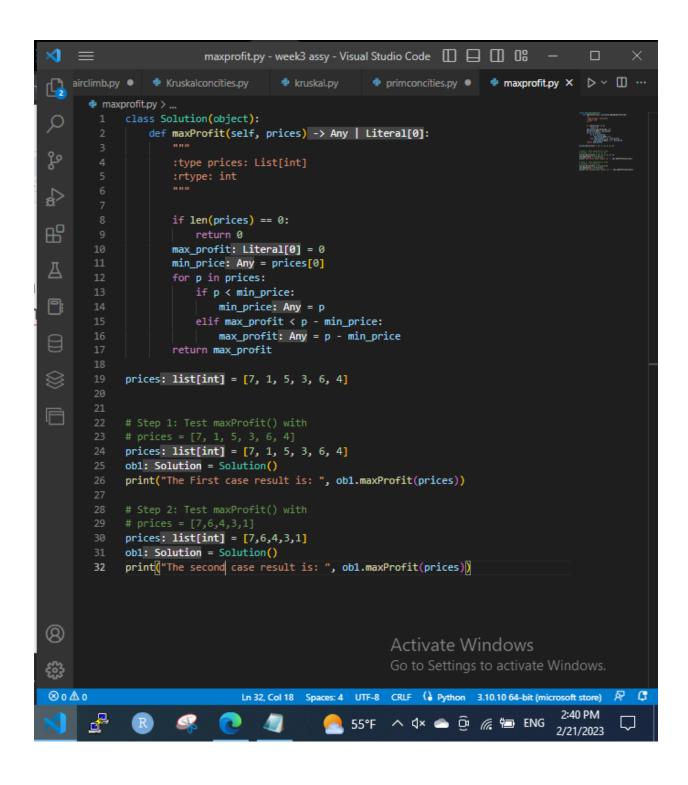
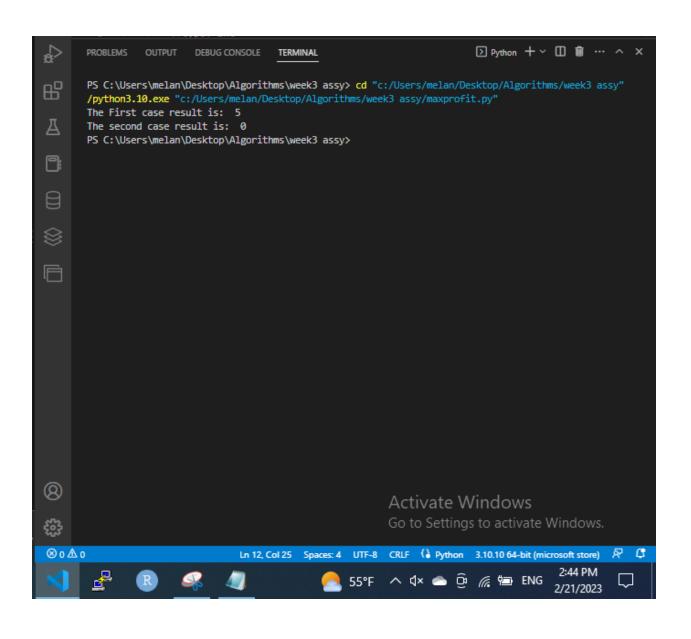
Week 5 Homework 3: Design Strategy: Greedy Algorithm / Dynamic Programming : Easy Problems - LC





CODE

```
class Solution(object):
  def maxProfit(self, prices):
     :type prices: List[int]
     :rtype: int
     .....
     if len(prices) == 0:
       return 0
     max profit = 0
     min price = prices[0]
     for p in prices:
       if p < min_price:
          min price = p
       elif max_profit < p - min_price:
          max profit = p - min price
     return max_profit
```

```
# Step 1: Test maxProfit() with 
# prices = [7, 1, 5, 3, 6, 4]
```

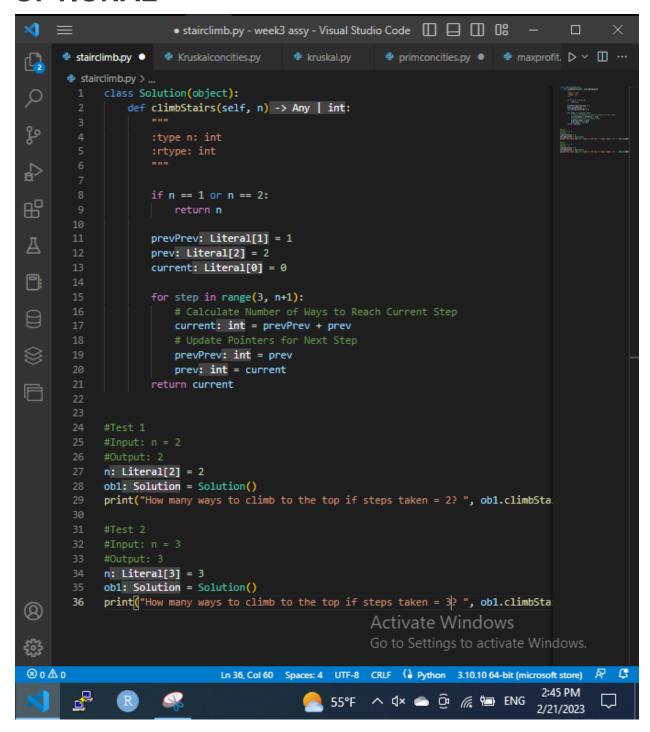
```
prices = [7, 1, 5, 3, 6, 4]
ob1 = Solution()
print("The First case result is: ",
ob1.maxProfit(prices))

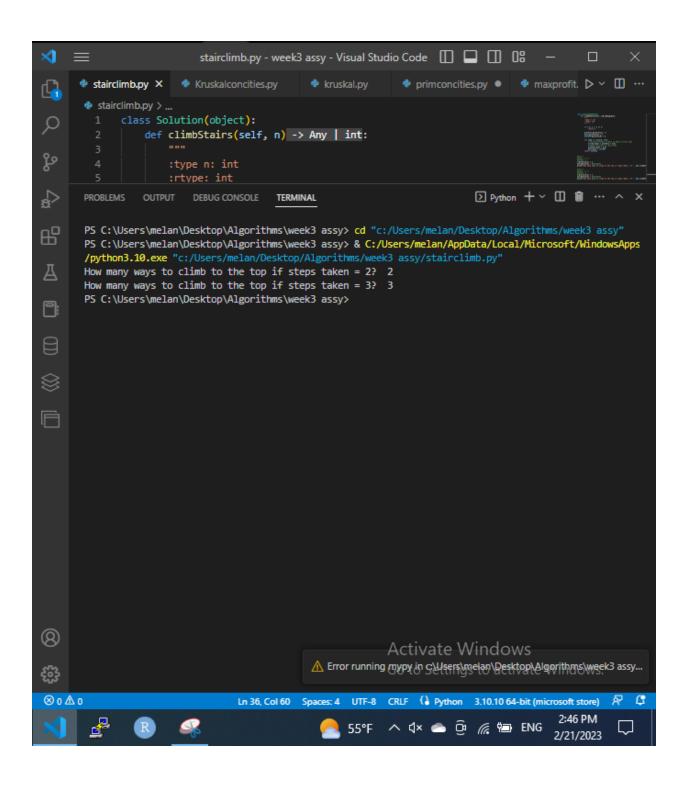
# Step 2: Test maxProfit() with
# prices = [7,6,4,3,1]
prices = [7,6,4,3,1]
ob1 = Solution()
```

print("The second case result is: ",

ob1.maxProfit(prices))

OPTIONAL





```
CODE
class Solution(object):
  def climbStairs(self, n):
     :type n: int
     :rtype: int
     if n == 1 or n == 2:
       return n
     prevPrev = 1
     prev = 2
     current = 0
     for step in range(3, n+1):
       # Calculate Number of Ways to Reach
Current Step
       current = prevPrev + prev
       # Update Pointers for Next Step
       prevPrev = prev
       prev = current
     return current
```

```
#Test 1
\#Input: n = 2
#Output: 2
n = 2
ob1 = Solution()
print("How many ways to climb to the top if steps
taken = 2? ", ob1.climbStairs(n))
#Test 2
\#Input: n = 3
#Output: 3
n = 3
ob1 = Solution()
print("How many ways to climb to the top if steps
taken = 3? ", ob1.climbStairs(n))
```