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- Running time: *polynomial* vs *exponential*.

- Problems solvable with *greedy algorithm*: shortest path problem, fractional knapsack problem, minimum spanning tree problem, maximum-flow/minimum-cut problem.

- Shortest path problem: **Dijkstra's algorithm**.

- Fractional knapsack problem: maximal profit per unit of capacity first.

- Minimum spanning tree problem: **Prim's** or **Kruskal's** or **Sollin's algorithm**.

- Maximum-flow/minimum-cut problem: **Ford & Fulkerson's algorithm**.