

Quiz due Nov 23, 2022 07:30 +08

Problem 2-1

0/2 points (graded)

Which of the following problems	can be solved using d	lynamic programming?	Check all that work.
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✓ Sum of elements - Given a list of integer elements, find the sum of	of all the elements.
☑ Binary search - Given a list of elements, check if the element X is	in the list.
Dice throws - Given n dice each with m faces, numbered from 1 to get sum X. X is the summation of values on each face when all	
Submit You have used 1 of 1 attempt	
★ Incorrect (0/2 points)	
Problem 2-2	
2/2 points (graded) What is the exact probability of rolling at least two 6's when rolling a die	e three times?
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<u> </u>	
2/27	
<u></u>	
O None of the above	
✓	
Submit You have used 1 of 1 attempt	
✓ Correct (2/2 points)	
Problem 2-3	
2/2 points (graded) A greedy optimization algorithm	
is typically efficient in time.	
always finds an answer faster than a brute force algorithm.	
always returns the same answer as the brute force algorithm.	
never returns the optimal solution to the problem.	
✓	☐ Calculator

Submit

You have used 1 of 1 attempt

✓ Correct (2/2 points)

Problem 2-4

2/2 points (graded)

Suppose you have a weighted directed graph and want to find a path between nodes A and B with the smallest total weight. Select the most accurate statement.

- If some edges have negative weights, depth-first search finds a correct solution.
- If all edges have weight 2, depth-first search guarantees that the first path found to be is the shortest path.
- If some edges have negative weights, breadth-first search finds a correct solution.
- O If all edges have weight 2, breadth-first search guarantees that the first path found to be is the shortest path.



Submit

You have used 1 of 1 attempt

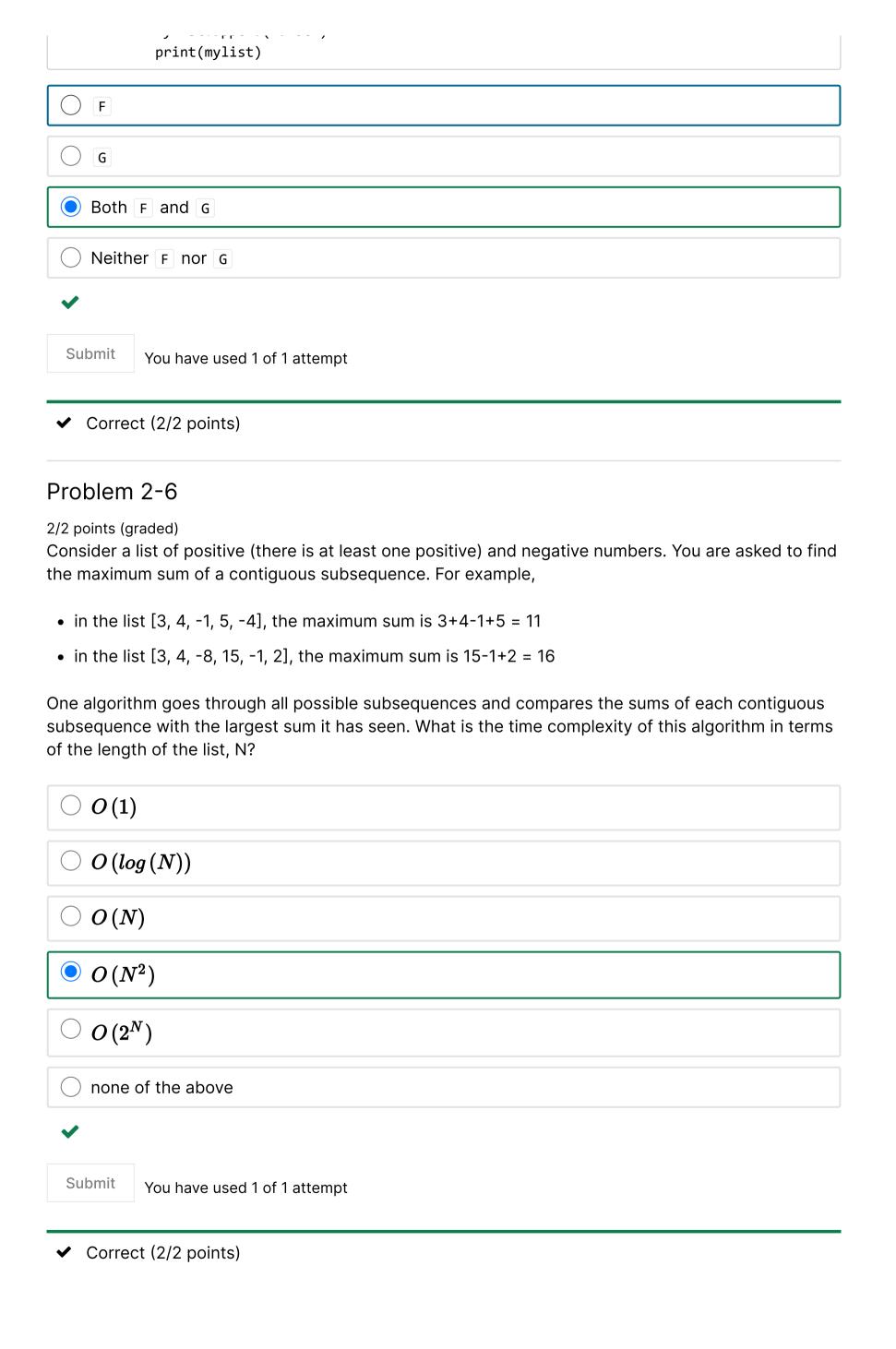
✓ Correct (2/2 points)

Problem 2-5

2/2 points (graded)

Which of the following functions are deterministic?

```
import random
def F():
    mylist = []
    r = 1
    if random.random() > 0.99:
        r = random.randint(1, 10)
    for i in range(r):
        random.seed(0)
        if random.randint(1, 10) > 3:
            number = random.randint(1, 10)
            if number not in mylist:
                mylist.append(number)
    print(mylist)
def G():
    random.seed(0)
    mylist = []
    r = 1
    if random.random() > 0.99:
        r = random.randint(1, 10)
    for i in range(r):
        if random.randint(1, 10) > 3:
            number = random.randint(1, 10)
                                                                          ■ Calculator
            mvlist.append(number)
```



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