

Question 1

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Part A

The sheet is dropped, then we get 2 out-cores

.. Sheet breaks on the floor; after being dropped

↳ we check (floors - 1) floors left to do with (sheets - 1) sheets left

.. Sheet does not break on floor;

↳ we then check floors higher than 1, left to check with no sheets broken. we then recursively call to find the max of the two out-cores

Then we keep int variable to hold the smallest max value every-time we do the max of 2 recursive calls. After all the calls are finished.

We return the variable because that is holding the smallest max value