10.1.b

The Dynamic Programming approach, is O(n^2) because it uses a bottom up approach and so many comparisons are not recomputed each time.

10.1.c

A greedy algorithm decides the "best choice", depending on the variables present at the moment.

This could result in a global optimum solution in some cases, which is equal to the local optimum solution, but in some cases they cannot be equal. So, it doesn't always give the correct result.

But in this case, the algorithm starts from the top reaching the bottom, with no selection of a best choice.

Then it tries different paths till it reaches the optimum solution (the best selection).