In this Portfolio I made the following programs: Quick Hull, Knapsack, 2 Priority Queues.

The Quick Hull is a divide and conquer algorithm that makes the smallest polygon containing all the specified points. The algorithm makes use of a recursive half hull function and a determinant function. The algorithm uses the graphics library to display the polygon. I worked on the graphics section of the program with Vanja and Isaac

The Knapsack problem implements the dynamic programming paradigm. It has a memory function that records all the prior solved instances to prevent recalculation.

There are 2 priority queues implemented with a class. I worked on one of them with Isaac.

I am working on the 2-3 Tree with Vanja at the moment.