

Backend / DSA Mentor Challenge

This assignment is designed to evaluate **problem-solving ability, clarity of thought, and coding discipline**.


Instructions

- Solve **all 4 problems**
 - Use **any programming language**
 - Write **clean, readable code**
 - Add comments explaining your approach
 - Do **not copy solutions**
 - Time complexity and space complexity **must be considered**
 - Partial solutions are acceptable, but logic clarity matters
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Problems to Solve

Edit Distance

LeetCode #72


 <https://leetcode.com/problems/edit-distance/description/?envType=problem-list-v2&envId=dynamic-programming>

Concepts tested

- Dynamic Programming (2D DP)
 - String manipulation
 - Optimal substructure
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House Robber

LeetCode #198


 <https://leetcode.com/problems/house-robber/description/?envType=problem-list-v2&envId=dynamic-programming>

Concepts tested

- Dynamic Programming (1D DP)
 - State optimization
 - Edge case handling
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Predict the Winner

LeetCode #486


 <https://leetcode.com/problems/predict-the-winner/description/?envType=problem-list-v2&envId=dynamic-programming>

Concepts tested

- Game theory
 - Dynamic Programming
 - Minimax-style decision making
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Task Scheduler

LeetCode #621

 <https://leetcode.com/problems/task-scheduler/description/?envType=problem-list-v2&envId=greedy>

Concepts tested

- Greedy algorithms
 - Frequency counting
 - Scheduling optimization
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Submission Guidelines

- Create a **single GitHub repository**
 - Each problem should be in a **separate file**
 - Add a **README.md** explaining:
 - Your approach
 - Time & space complexity
 - Share the **GitHub repository link**
 - Also share the solution URL to the leetcode problem
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Disallowed

- Copy-pasting from online solutions
 - Using AI to generate final code
 - Submitting without explanation
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Evaluation Criteria

- Correctness
 - Code readability
 - Algorithmic thinking
 - Handling edge cases
 - Ability to explain the solution
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Deadline: As communicated

Good luck. Think before you code.