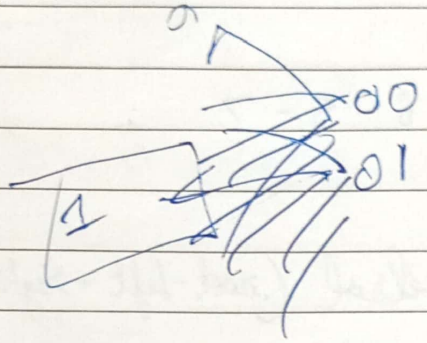
DAA.

Unit 3: →

Numericals: → Flow shop scheduling
Knapsack with dynamic
Optimal binary search tree.
Washi & Floyd

Theory: → Travelling salesman problem
(find the shortest route).



Syllabus: → DAA

* unit 1: Asymptotic notations (10 Marks)
Theory: → various types of time complexities. (5M)
Numericals: → Finding time complexity of codes (5M)
(any code can come)

* Unit 2: → (14 Marks)
Theory: Divide & conquer, greedy method, merge sort, quick sort, etc.
Theory: → Features of (Divide & conquer & greedy
or difference between them.
Algorithm: → Prism algorithm (Psuedo code & example)
Kruskals
Knapsack with greedy.

* Unit 3: → Knapsack with dynamic programing approach
(13 marks)
Theory: → Features of dynamic programming
Theory of optimality.

DAA

__/__/____

Unit 4: → (5 marks)

Theory: → Back traking & Branch & Bound.
(Features / Difference / defination)
N-Queens problem.
Codetantra for back tracking
graph covering
Hamilton
Codetantra for Hamilton program

no need :→ knapsack

Unit 5: → (3M)

→ What are different categories of algorithms. or difference.

All Theory :→ NP Hard & NP complete (example)

No need :→ Heap sort.

ESE :→ (Practical)

linear search
Binary
Merge
Quick
} Full

remaining → parts / particals
can break and ask