


ACTIVIDAD PRÁCTICA 6 - Semana 3

Alejandra Juárez 1318123

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BRILLIANT Home Courses Classroom Q 4

Computer Science & Programming



Computer Science & Programming

LEVEL 2

2.2 Introduction to Algorithms

Learn how to make a computer do what you want, elegantly and efficiently.

15 Lessons

1 Building Blocks

- Pseudocode
- Conditional Algorithms
- Repetition


2 Storing Information

- Manipulating Numbers
- Arrays
- Searching an Array

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3 Array Algorithms

- Binary Search
- Sorting an Array
- Insertion Sort

4 Stable Matching

- The Stable Matching Problem
- Using Greediness
- Deferred Acceptance Algorithm

5 Algorithmic Complexity

- Correctness
- Termination
- Variants