Assignment 9

**Please read turn-in checklist at the end of this document before you start doing exercises.**

**Java Implementation**

1. Implement the Greedy Coin Changing Algorithm in Java.

Note:

Find a file called Coinchange.java in assignment 9 folder.

Complete the method of greedycoinchange().

Test your method in the main method provided following the comments.

**Important: In all of the assignments of this course, when you are asked to implement an**

**algorithm for a problem, your code will be evaluated based on:**

**5 points - Execution**

**Each file must run without error or warning on valid input described in the main method provided.**

**5 points - Within Code Documentation**

**Is the code documented for obvious understanding of the use, preconditions, and postconditions of each function?**

**20 points - Correctness**

**Is the algorithm implemented correctly? Does your method pass the test?**

1. Implement the Fractional Knapsack Problem in Java.

Note:

Find a file called Fractionalknapsack.java in assignment 9 folder.

Complete the method of greedyfractionalknapsack().

Test your method in the main method provided following the comments.

1. Implement Problem 2 in Online Quiz 10, the greedy algorithm for merging lists in Java.

Note:

Find a file called GreedyMerge.java in assignment 9 folder.

Complete the method of merge().

Test your method in the main method provided following the comments.

**TURN-IN CHECKLIST:**

1. **All your source Code (.java files). Remember to include your name, the date, and the course number in comments near the beginning of your code.**
2. **Create a folder and name it 'FirstName\_LastName\_assignment\_9'. In the newly created folder copy and paste your files (.java files). Then compress the folder, and push it to iLearn.**