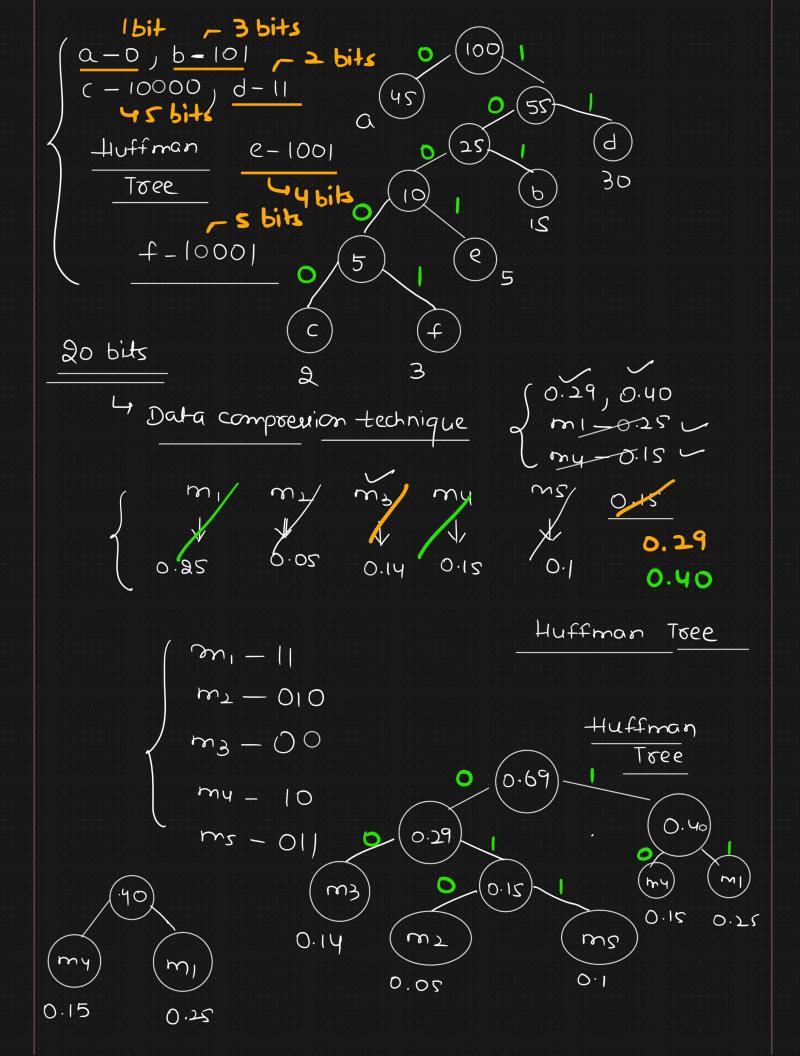
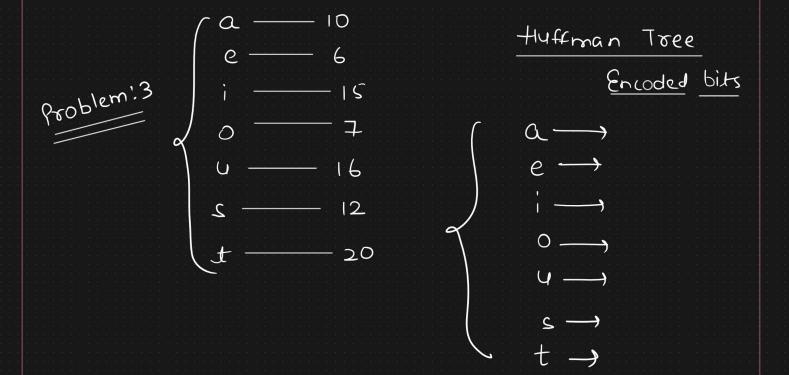
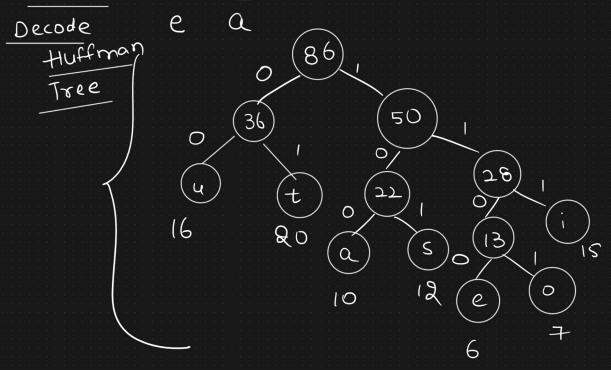
```
Greedy Algorithms
Job sequencing with Deadline
     for every Job - Profit (Maximum Profit)
                      Deadline
                                     J<sub>7</sub> J<sub>8</sub>
                                                Ja
                                                      Job
                                16
                           Z
                      Jų
           J
                Jz
     55 65 75 60
5 2 7 3
                                      85
                                          68
                                                      Profit
                                 50
                           70
                                          5 5
                                                 3
                                                     Deadline
                                 1
                            2
              Maximum 9x0fit
  1) Soot the array in descending order acc to profit
                         J<sub>8</sub> J<sub>2</sub> J<sub>4</sub>
                  Js
         J_3
      J7
                                                      Jq
            75
                         68 65
      85
                 70
                                     60
                                           55
Deadline 4
                   7
            ユ
                                      3
          1
                    Jy
              +1 +2 1×3 +4 +5 +6
         65 + 70 + 60 + 85 + 68 + 75 = 423
                    MaxProfit
               min(snax Deadline -1) ass(i)(2)-1)
```

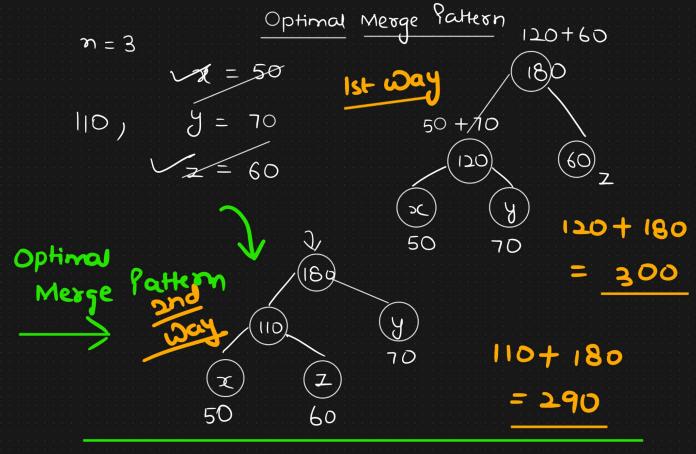
```
Huffman Coding
            - Data compression techniques
               Encoding Technique
                       frequency
           char Name
                                - 45 x 8 = 360
                                   15x8 = 120
                    b = 15
                    C = 2 -
                                   -2x8 = 16
                   d = 30 -
                             30 x 8 = 240
                             - S x 8 = 40
                   e= 5-
                   + = 3
                                    3 x 8 = 24
                                           800 bits
          Huffman Tree
                 Buildheap
 Psuedo code
        1) create a minheap
             \rightarrow \ominus(\gamma)
        2) Pop two elements at a time
                                                     Delete
                             (Two smallest element) 1
              4> 2109n
                                        Build heap
                                                  11gn - Inset
        3) Insert one merged value
                                         310gn
                   13 109 x
Repealeadely
                                          = \Theta(nlogn)
                              Time
                              complexity
        a-45, b-15, c-2, d-30, e-5, f-
```

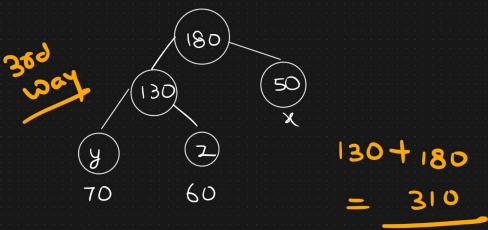




Eucodes - 1100 100 001101101 111100100







Time complexity
$$\rightarrow m + (m-1) 3 \log n$$

$$= -\Theta(n \log n)$$