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Complex Algorithms Are Complex...

Coming up with the best possible algorithm can be very hard for tricky problems

That's why algorithms are popular in interviews: People want to see if you can solve problems

Good news: It's NOT the best possible solution that counts, it's your ability to come up with solutions

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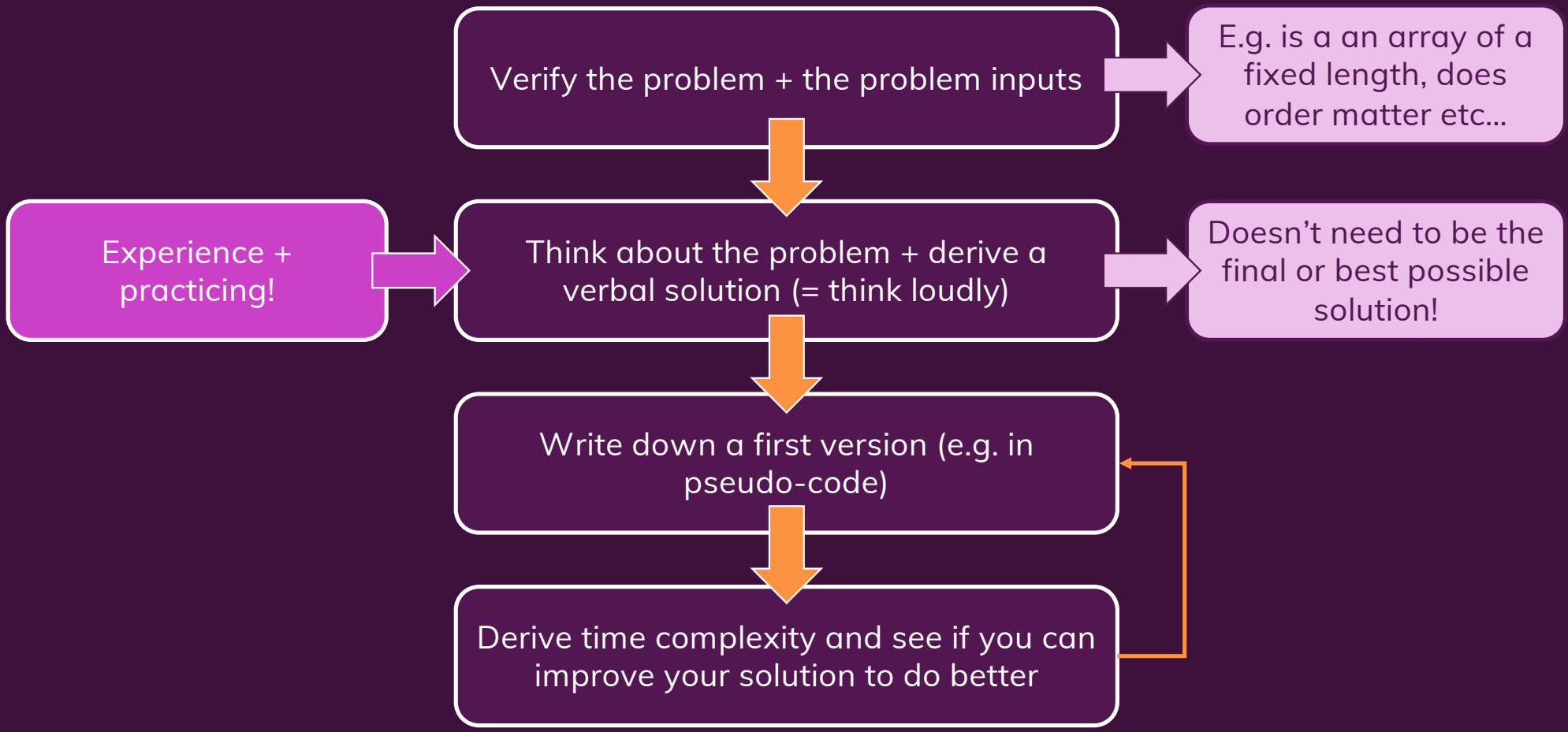
Solving Problems / Coming Up With Algorithms



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Ways of Simplifying a Problem

Split into smaller sub-problems	Split arrays into chunks possibly combined with ... Recursion
Use console.log() or breakpoints to verify what's in your (temporary) variables	This is absolutely fine, also in interviews!
Use helper variables (e.g. helper arrays to store intermediate results)	Don't worry about space complexity, don't aim for the shortest "no overhead" solution right from the start

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Practice Makes Perfect!

Finding good approaches to solve a problem **takes practice** – there is **no simple "blueprint"** that you can apply to every problem

Practice by diving into common algorithms and interview questions

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The Knapsack Problem

*You got a **list of items**, where every item has a **value and a weight**. You got a bag that holds a **maximum weight of X**.*

*Write a program that **maximizes the value** of the items you put into the bag whilst ensuring that you **don't exceed the maximum weight**.*

```
items = [
  {id: 'a', val: 3, w: 3},
  {id: 'b', val: 6, w: 8},
  {id: 'c', val: 10, w: 3}
]

maxWeight = 8

bag = ['a', 'c'] // solution
```

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Solving the Knapsack Problem

Verify inputs: Can items be used multiple times?

Derive a first (verbal) solution: We could derive all possible combinations and find the one with highest value and fitting weight

Write down a first version!

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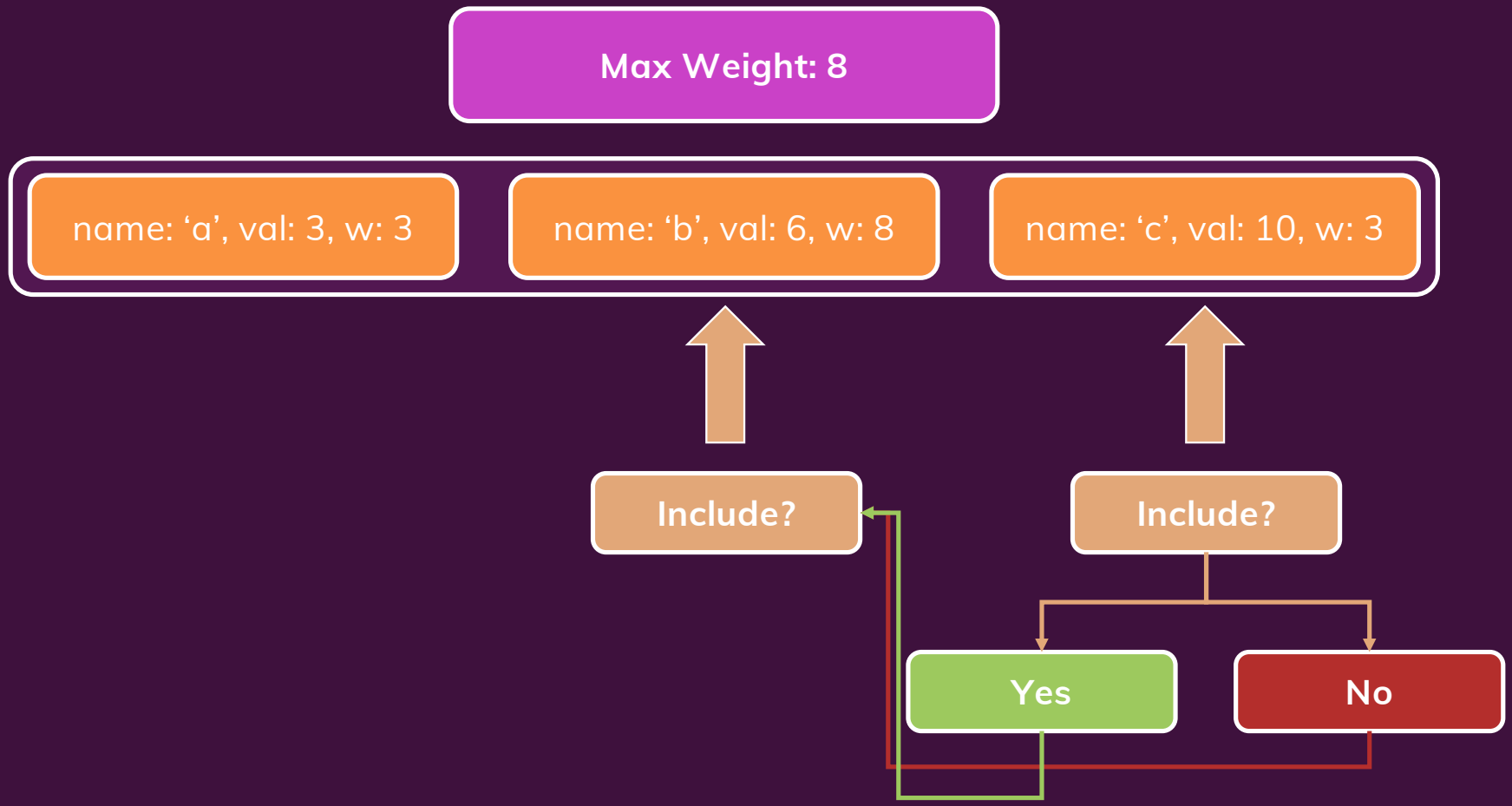
Let's Rethink!



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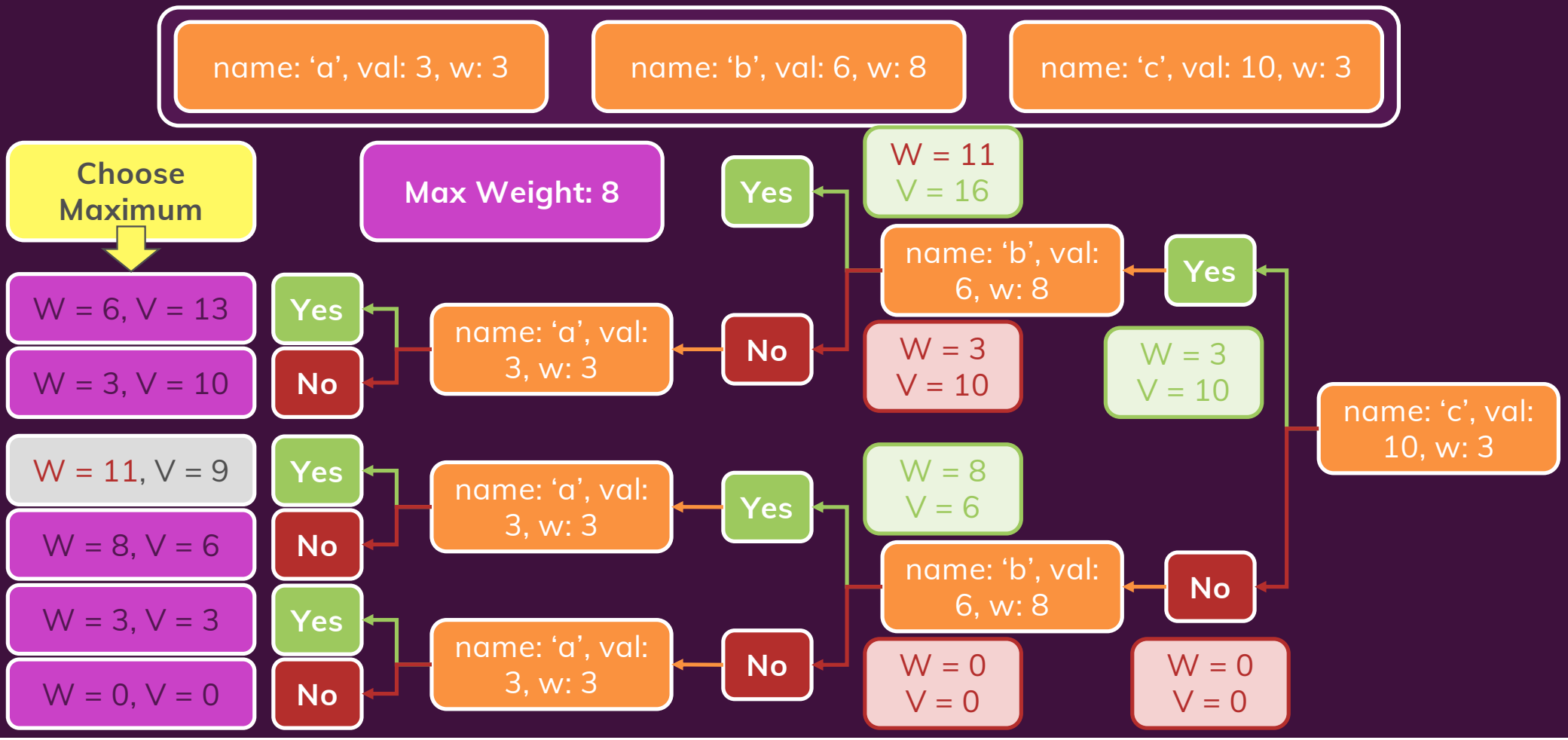
We Evaluate All Possible Cases / Combinations



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Greedy vs Dynamic Algorithms / Solutions

Greedy	Dynamic
Make best possible decision in every step and hope that it leads to the overall best solution	Evaluate all possible solutions and find overall best solution via comparison
Greedy algorithms often are faster to set up and come up with but they don't necessarily provide the best runtime and/ or result	"Divide and conquer" approach: Divide the problem into smaller, easy-to-solve subproblems

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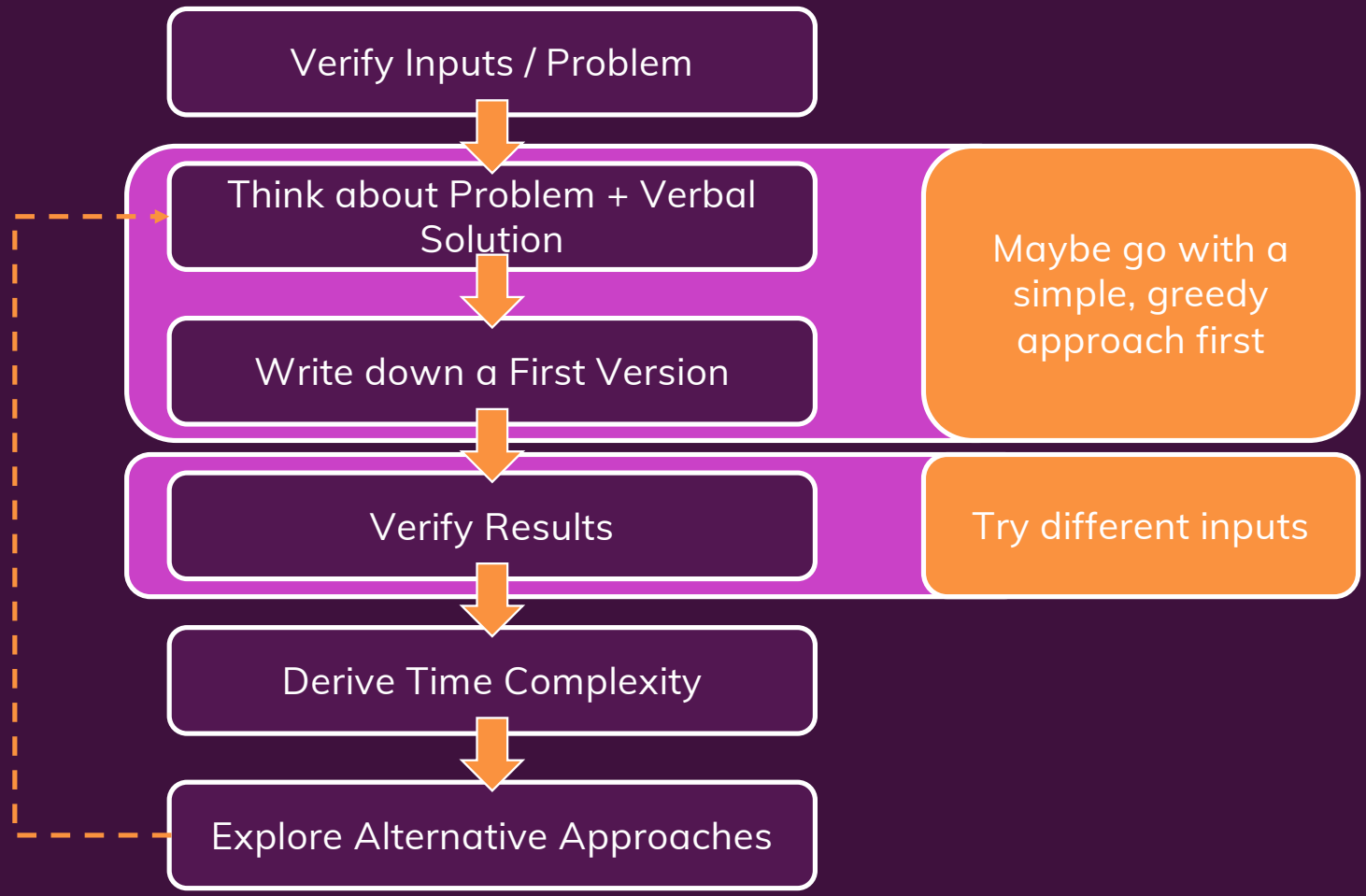
Our Final "Problem-Solving" Plan



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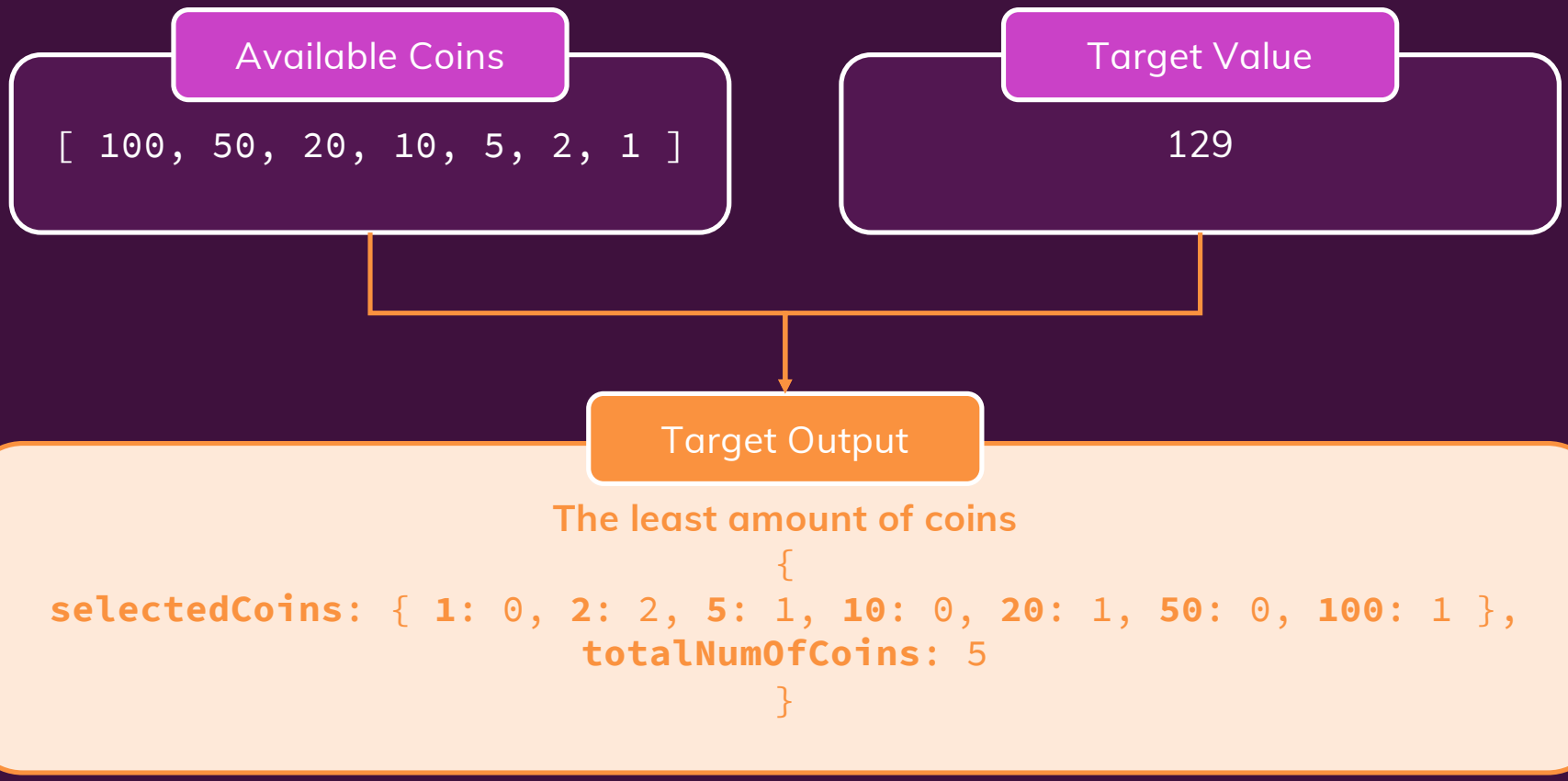
The Change Making Problem



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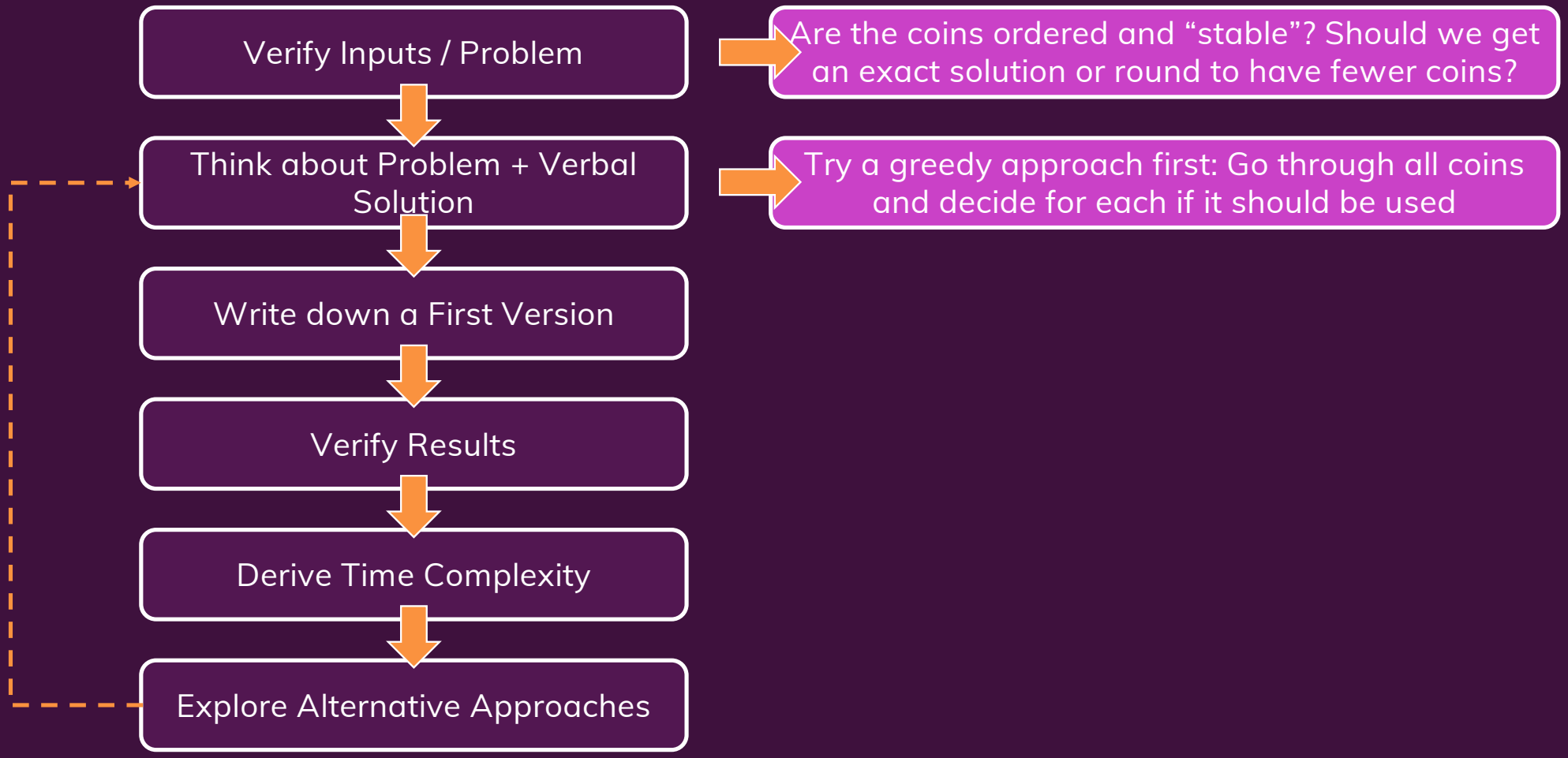
Change Making Problem: Our Plan



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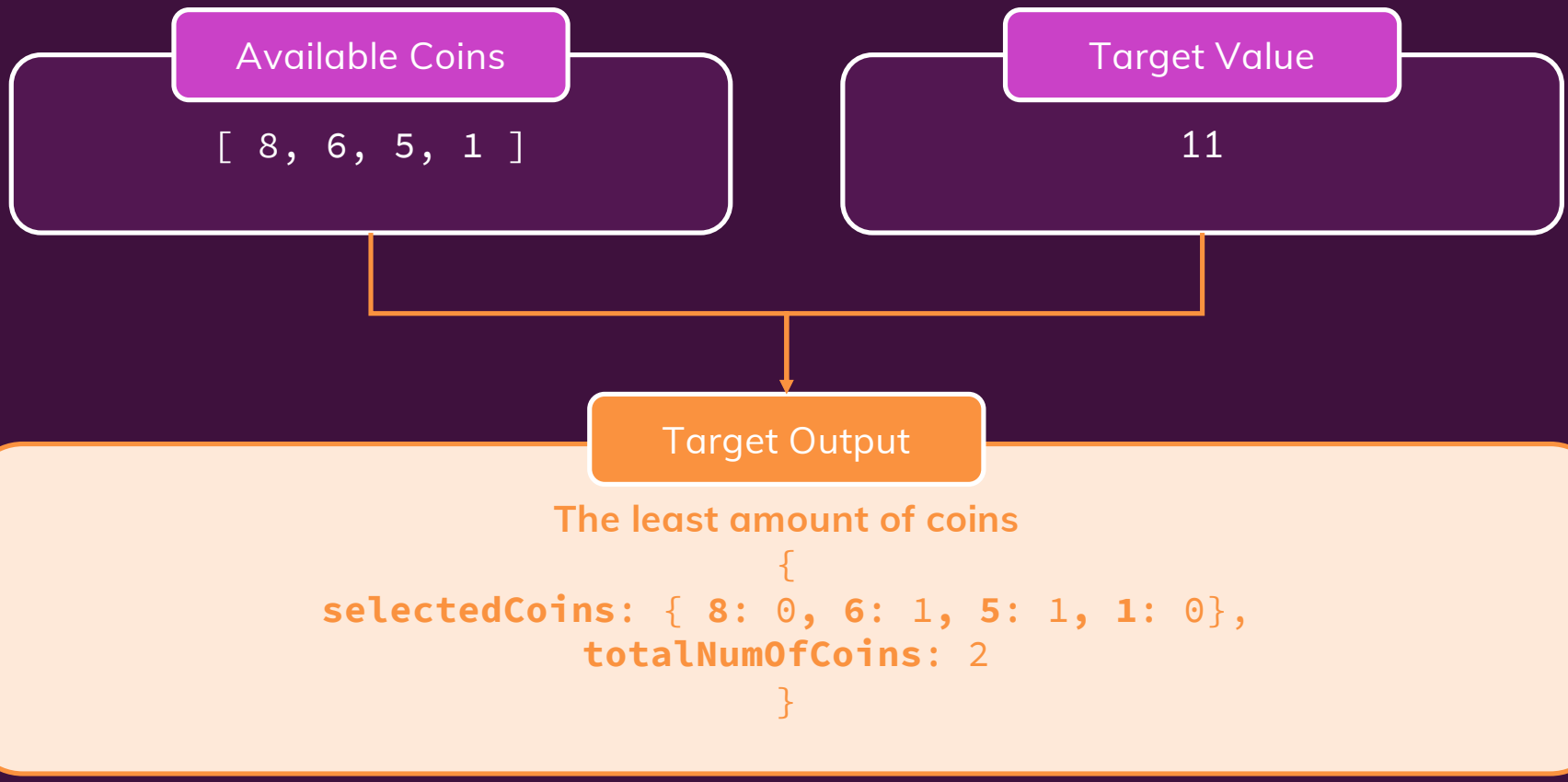
The More Difficult Change Making Problem



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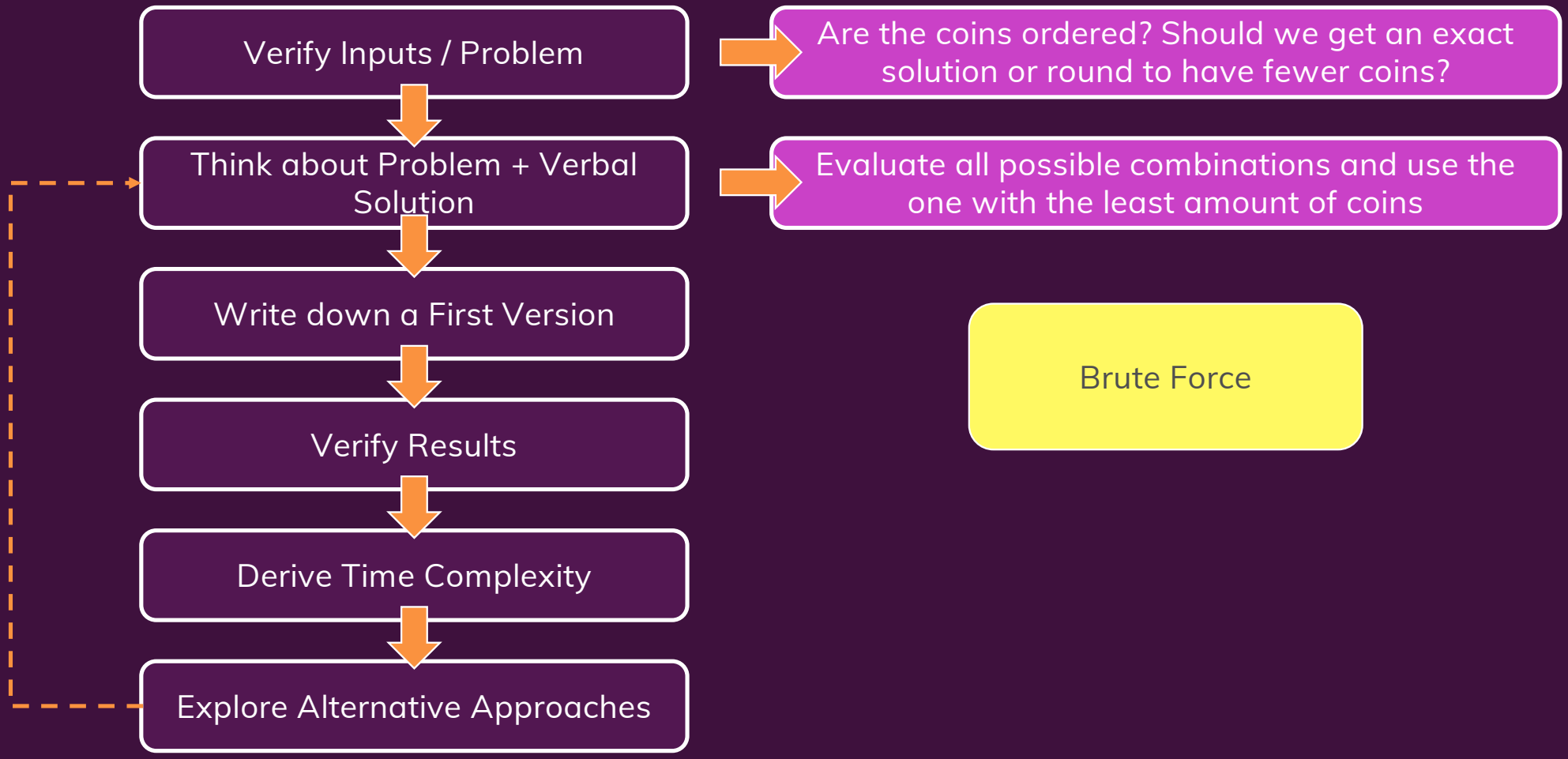
Change Making Problem: Adjusted Plan



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Change Making Problem: Final Plan