Laboratorio Nro. 2
Brute Force

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3) Simulacro de preguntas de sustentación de Proyectos

3.1 To solve the problem, we generate all the permutations without the repetition with the ID of the nodes of the graph, then we evaluate for each permutation if the path was possible, and if possible what was the cost of the path, then we return the cost of the path Quick.
3.2 O(V!E) (O of factorial Vertex Times Edges Vertex)
3.3 If applicable, because the reading and creation of the digraph is the same. For 50 clients the cost would be 5880, for O (50! X 49)
3.4 The N-Queen problem has several ways it has been approached since it was first planted apart from brute force. Backtracking is probably the most known way to solve the problem using a depth first search or recursion. The problem can also be solved using metaheuristics and genetic algorithms.
3.5 The complexity of the principal method about nQueens problem are O(n^n)
3.6

4) Simulacro de Parcial

4.1.1 *actual>máximo*
4.1.2 *O(n^2)*
4.2.1 arr, k+1
4.2.2 *O(n^2)*
4.3.1 *i-j*
4.3.2 *txt.length()-1*
4.3.3 *O(nm)*
4.4.1 *temp%10*
4.4.2 B) O(|N−M|).log10 M
4.5.1 *j=i+1*
4.5.2 *right==left*

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