

| -HW03: about MUC |
|---|
| Do not ask questions about gameles on Piazza, instead, email is best. |
| - Miltern sample solutions: - Q1: |
| - Q1: |
| good politier involves mox heap |
| build a name to an 1 = 200 of 200 months |
| build a max heap K=200 of 200 moves For each movie, i, compare that to the first element in the heap. O(n) * O(K) = O(nby K) |
| frest element in the hear |
| · O(n) * O(K) = O(nh K) |
| |
| ~Qz: |
| · Avergre: O(lagn) Wordt: O(n) |
| Wasti O(n) |
| |
| -Q4: |
| · Ocn* m) |
| · <i>B</i> (i) |
| · Q(logn) |
| · Ø (ng) |
| · ()(n²) |
| |
| |

- Q5: · O(1) · O(1)

- Q7: - Post order: 15 30 38 35 55 78 58 45 -Q4: 70 100 / \ 40 \so 70 85 140 -09: (Max heap question)
. array rap: 150 20 110 10 36 70 80 6. After Max Leap rep: 80 120 110 90 34 70 150 120 40 110 70 34 70

Drvide + Corque : break up problem into over lapping subsproblem, solve problems independentile, then combine evolutions. (Ex. mergy sort)

Becarine: Callo itself

Dynamic programming: broade up problem into a series of subsproblems, and beild up solutions to larger or larger subsproblems