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In this chapter

- You learn dynamic programming, a technique to solve a hard problem by breaking it up into subproblems and solving those subproblems first.

- Using examples, you learn to how to come up with a dynamic programming solution to a new problem.

The knapsack problem

Let's revisit the knapsack problem from chapter 8. You're a thief with a knapsack that can carry 4 lb of goods.