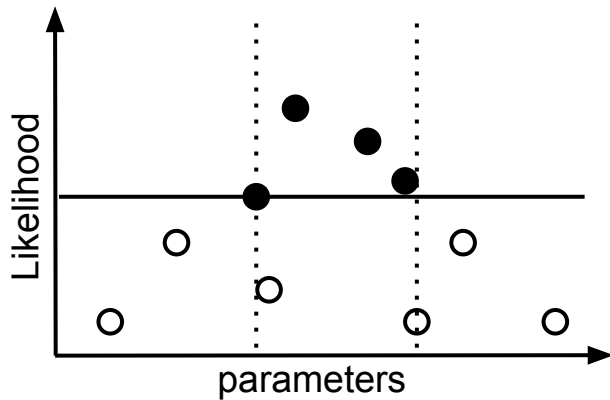


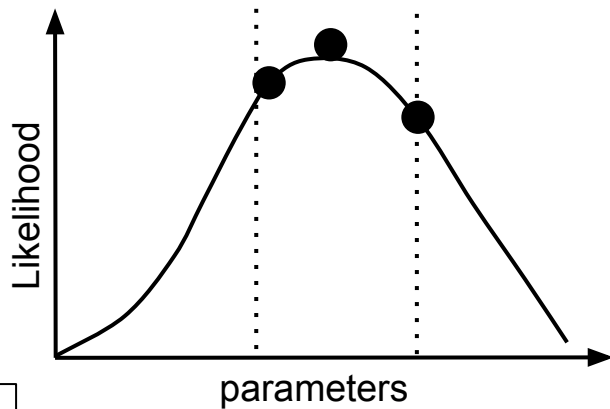
### A) Bruteforce

approximation



### B) Hillclimbing

optimization



### C) Demarcation