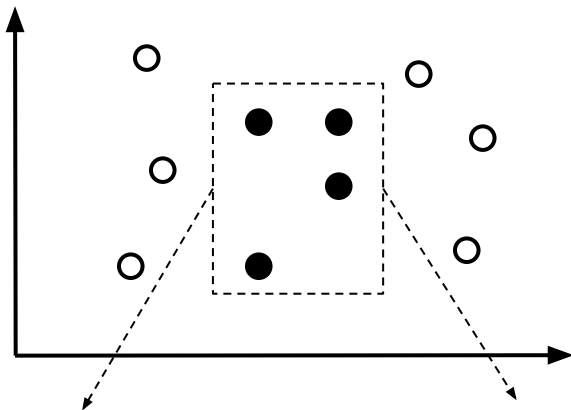


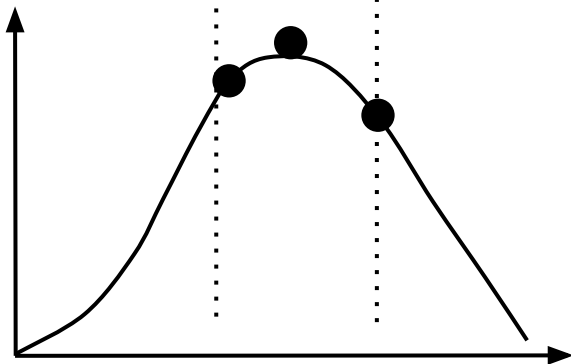
**A) Bruteforce**

approximation



**B) Hillclimbing**

optimization



**C) Demarcation**