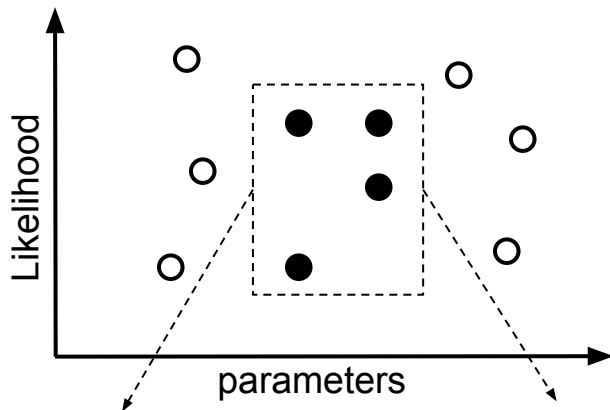


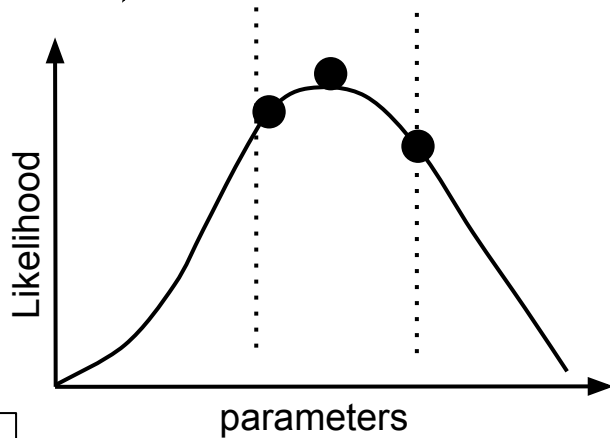
A) Bruteforce

approximation



B) Hillclimbing

optimization



C) Demarcation