

Report

Greedy Approach algorithm was coded that hero will be taken if the current gold is available.

Dynamic Programming approach has been missing part that shouldn't be allowed two heroes at same level.

Random Approach was coded that a random number creating which using hero gold array index and if the current gold is available hero will be taking or may be not taking any hero.

Also, calculated run time algorithm that greedy faster than dynamic because it is control in that time and if possible to take hero it will take. And random approach is faster than them it is not using huge algorithm it is simple.

References

- <https://www.educative.io/courses/grokking-dynamic-programming-patterns-for-coding-interviews/RM1BDv71V60>
- <https://www.geeksforgeeks.org/fractional-knapsack-problem/>