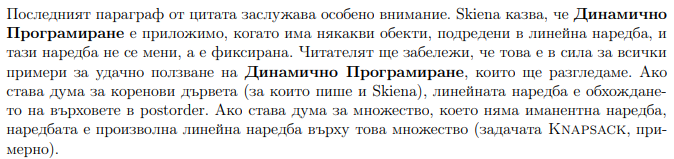
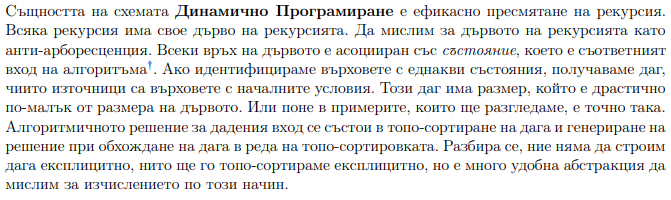
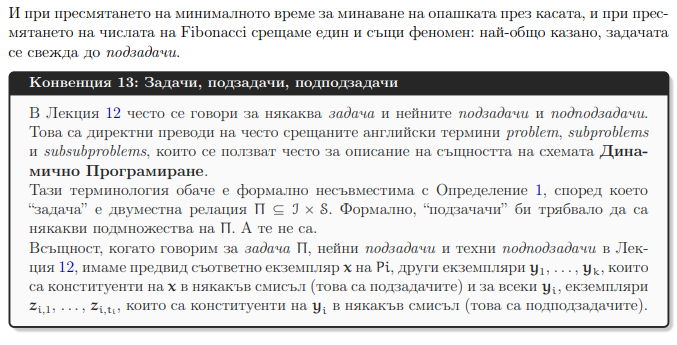
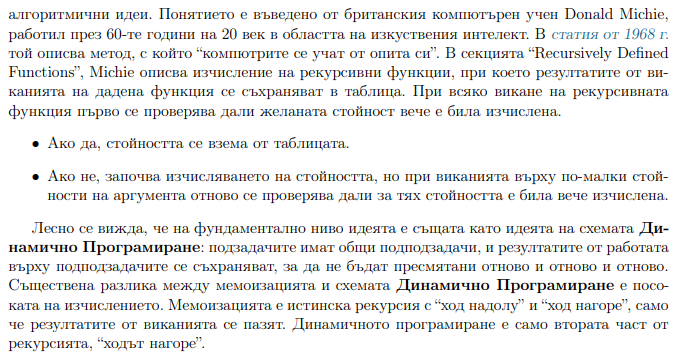
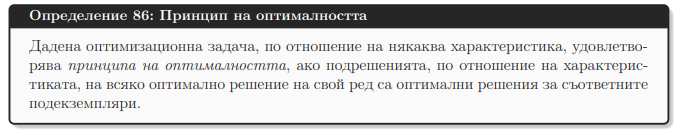
# **1. Същност на алгоритмичната схема „динамично програмиране” – свеждане на задача със зададен размер към задачи от същия вид с по-малки размери и „мемоизация”.**



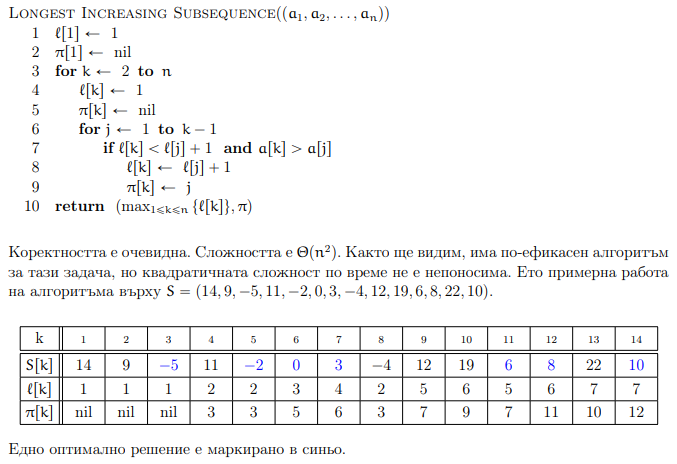
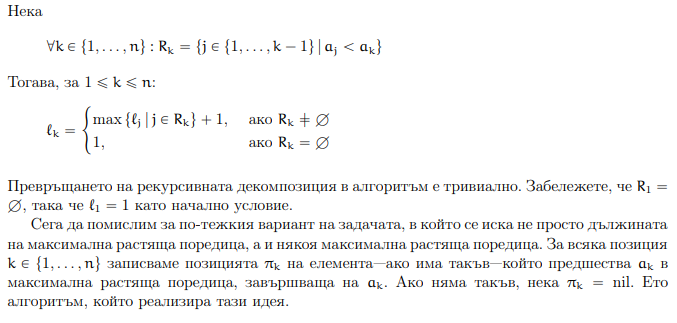
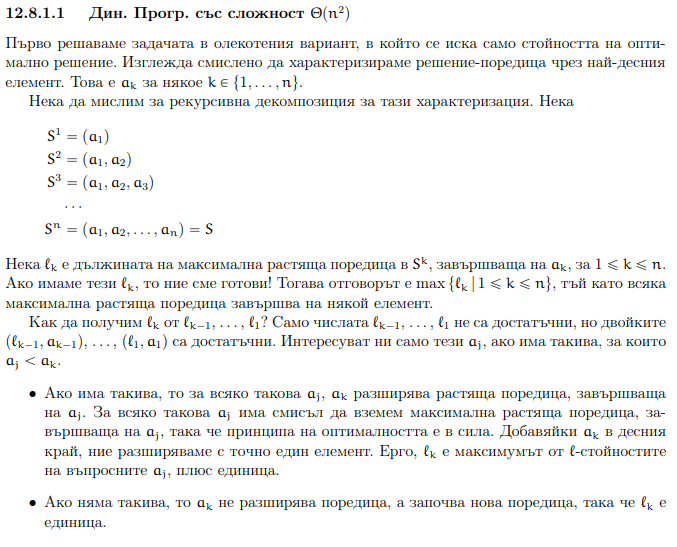
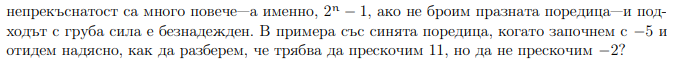
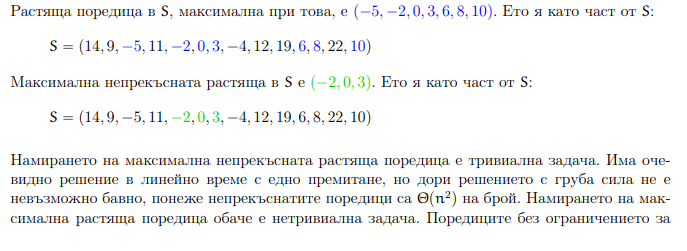
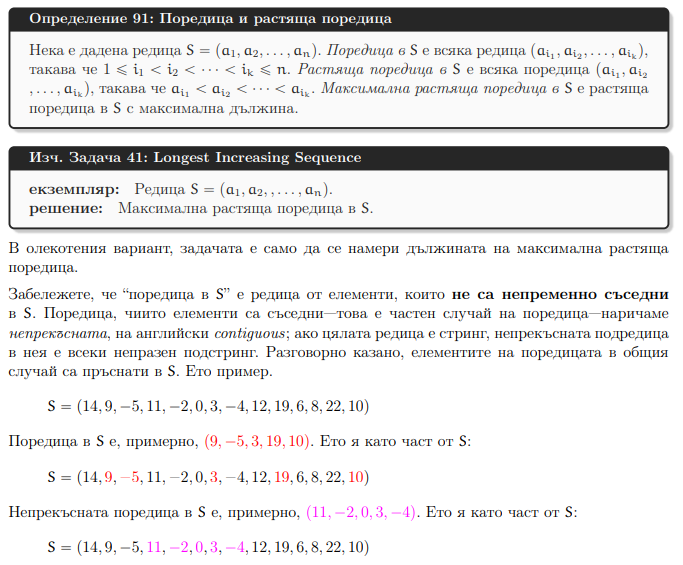
- **мемоизация**



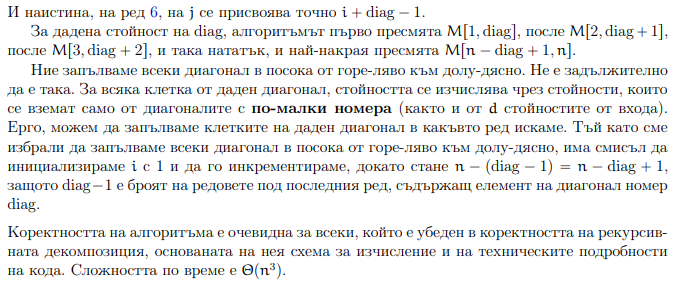
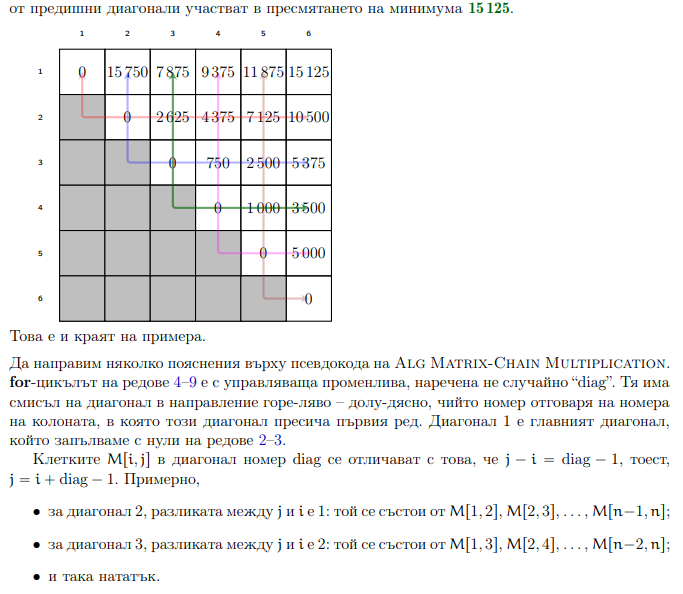
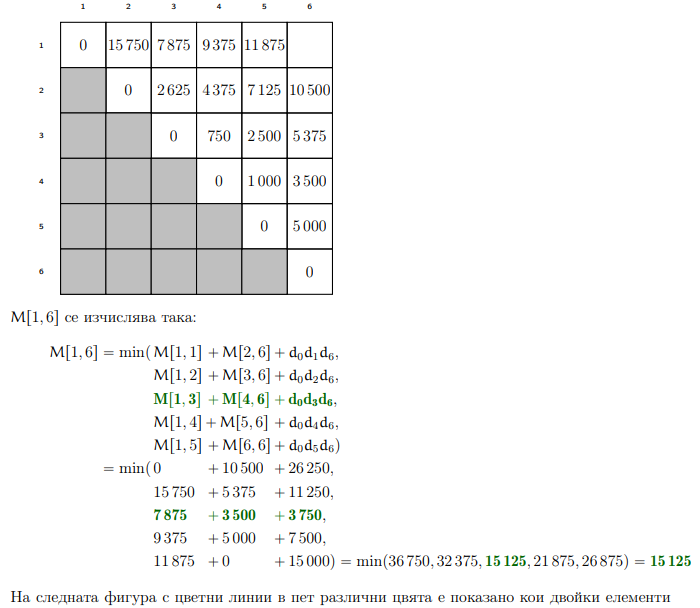
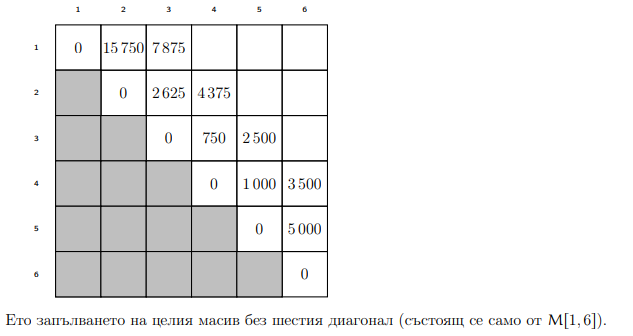
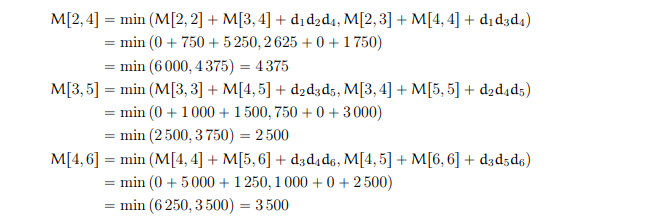
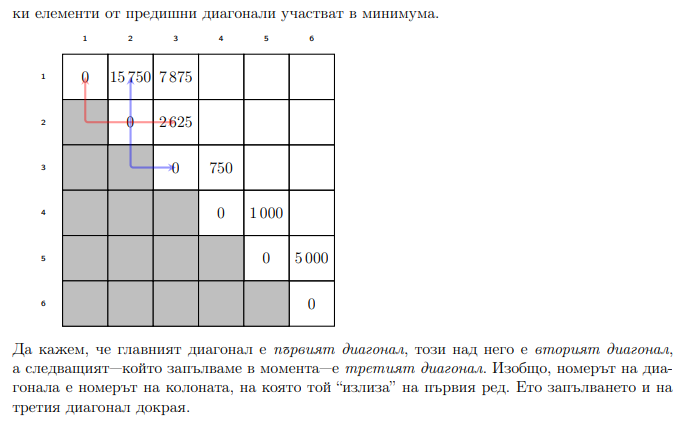
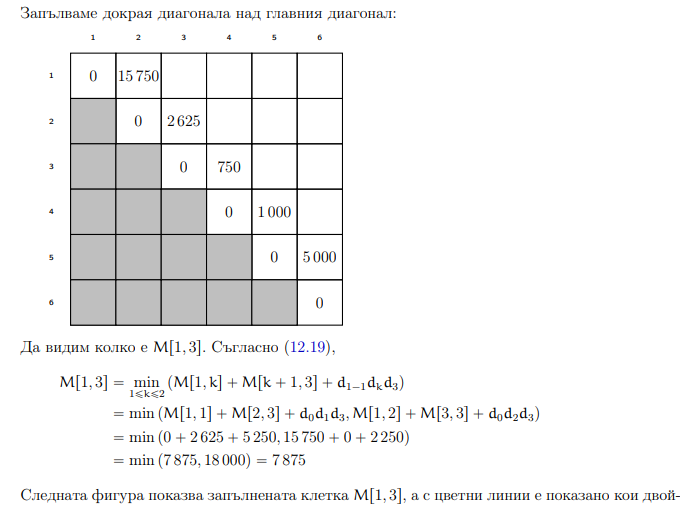
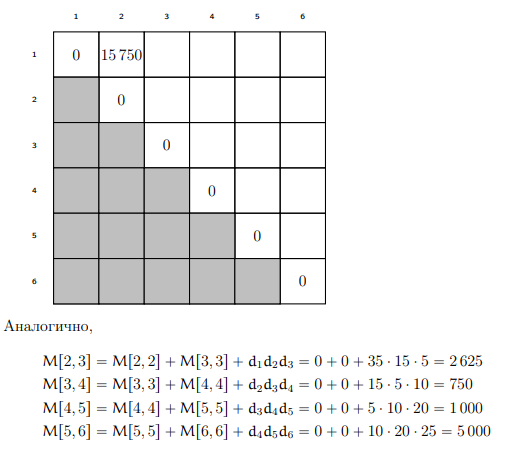
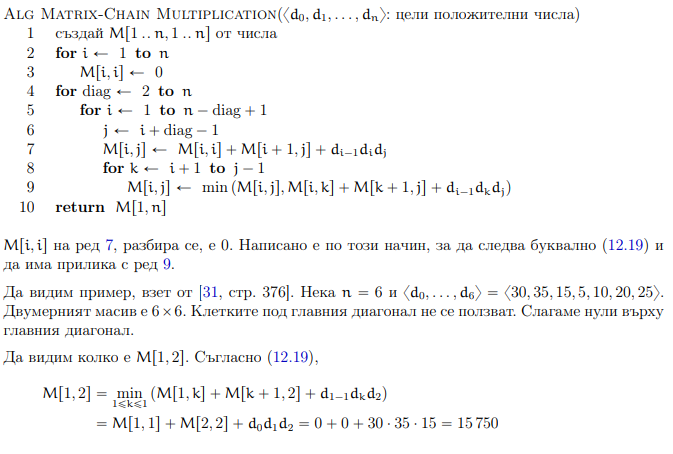
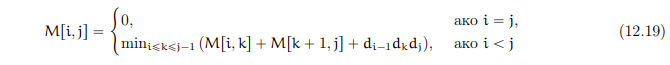
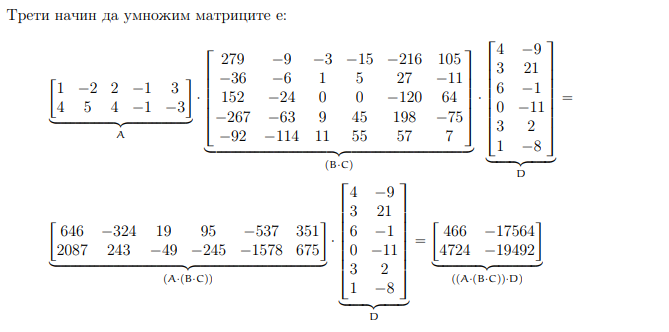
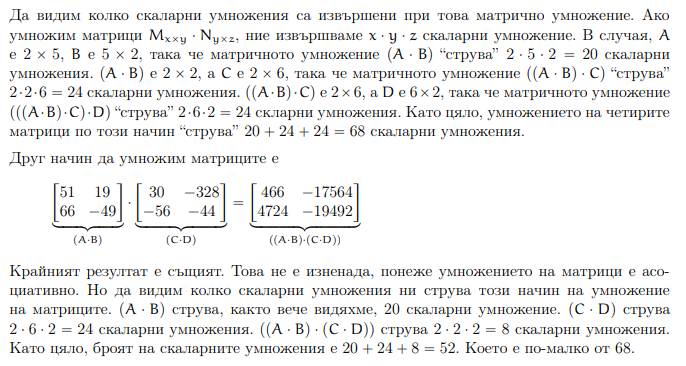
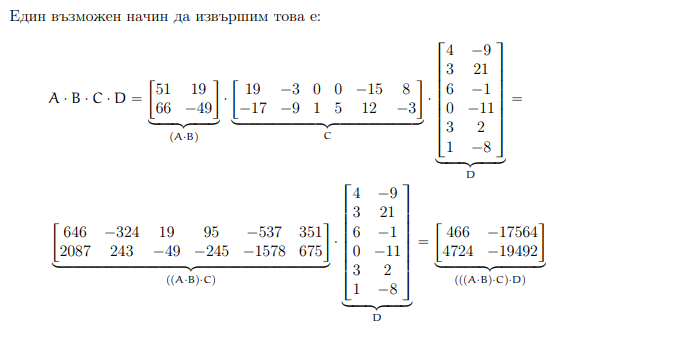
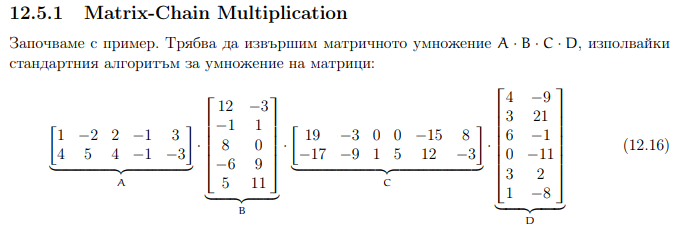
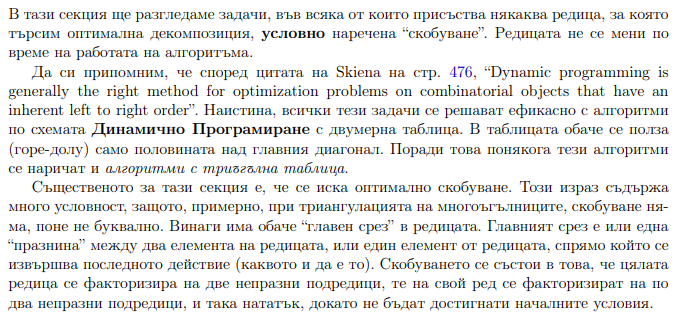
# **2. Принцип за оптималност и конструиране на решението на задачата от решенията на подзадачите.**



# **3. Задачи с линейна таблица на подзадачите (най-дълга растяща подредица).**



# **4. Задачи с триъгълна таблица на подзадачите (оптимално разбиване на редица).**



# **5. Задачи с правоъгълна таблица на подзадачите (най-дълга обща подредица на две редици, задача за раницата).**

