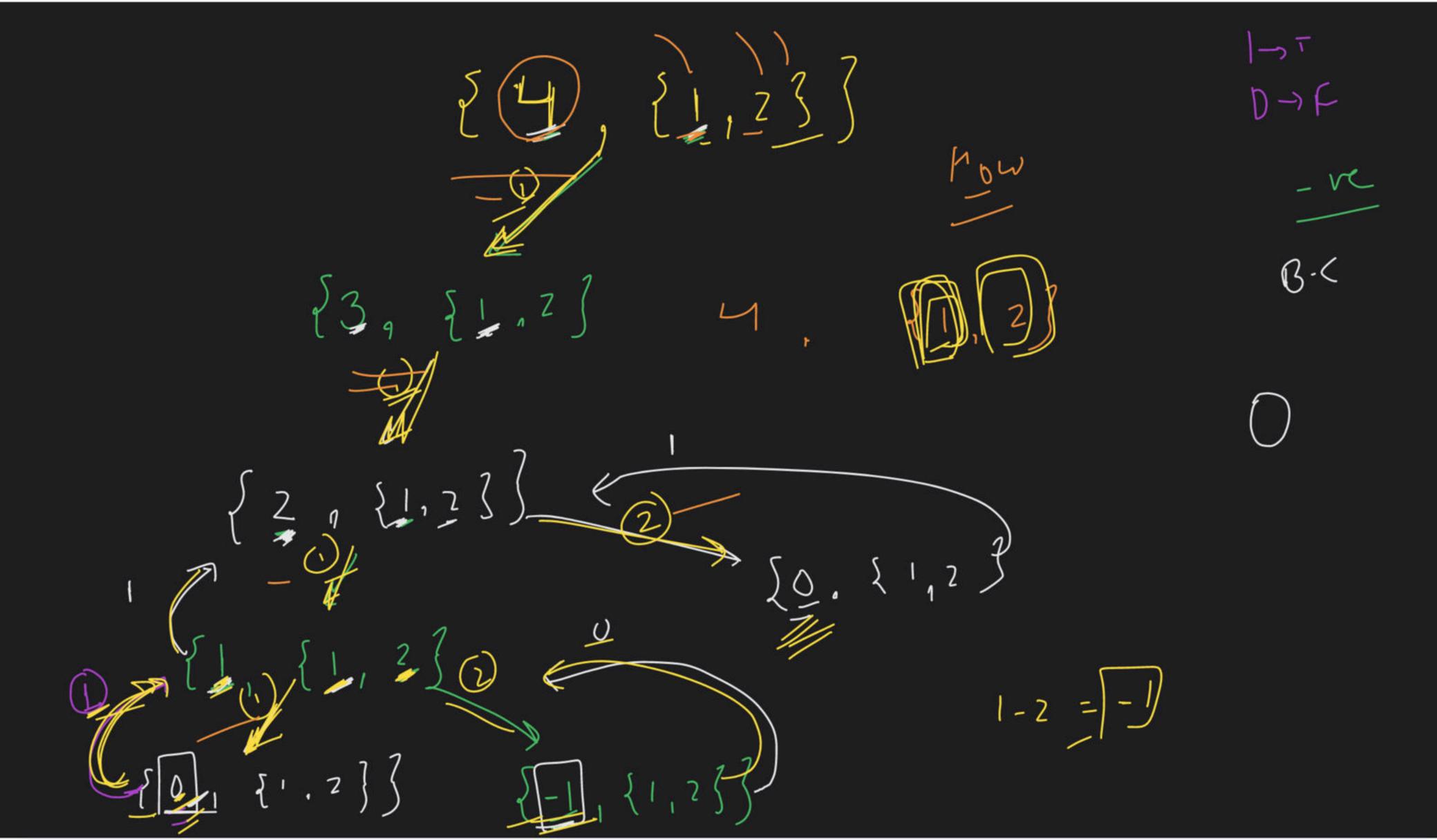


Recursion - II

Foundation Course on Data Structures & Algorithm - Part I

0 N ways > Questian: [(odchelp) (ivrn) YT (Kei playsi.) 2 Anazon int coins [] = (offregon) (3) Am Brzyn Choy) 10-2021 1 - [] -] -] 2-5m.s (3) B -

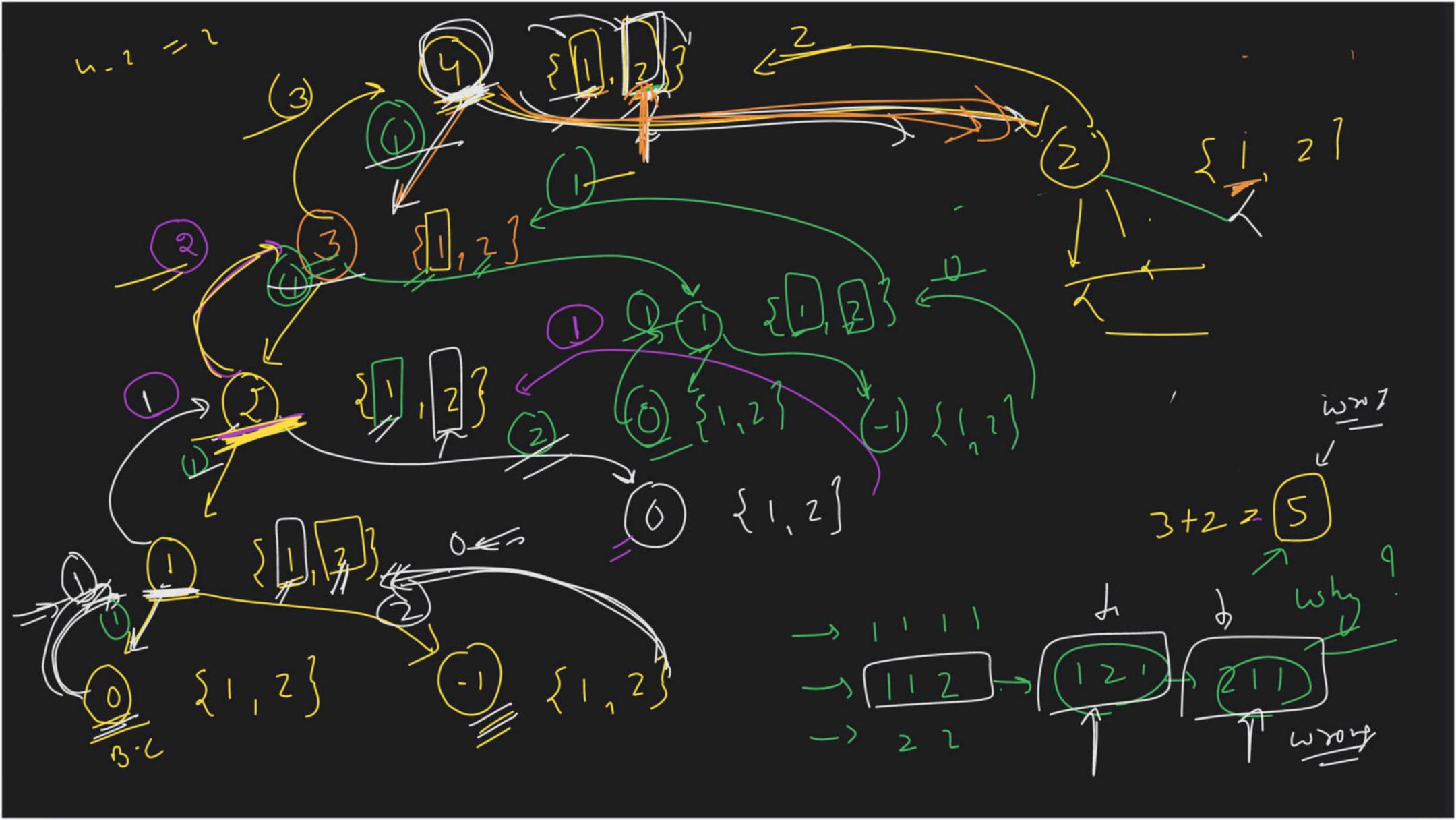


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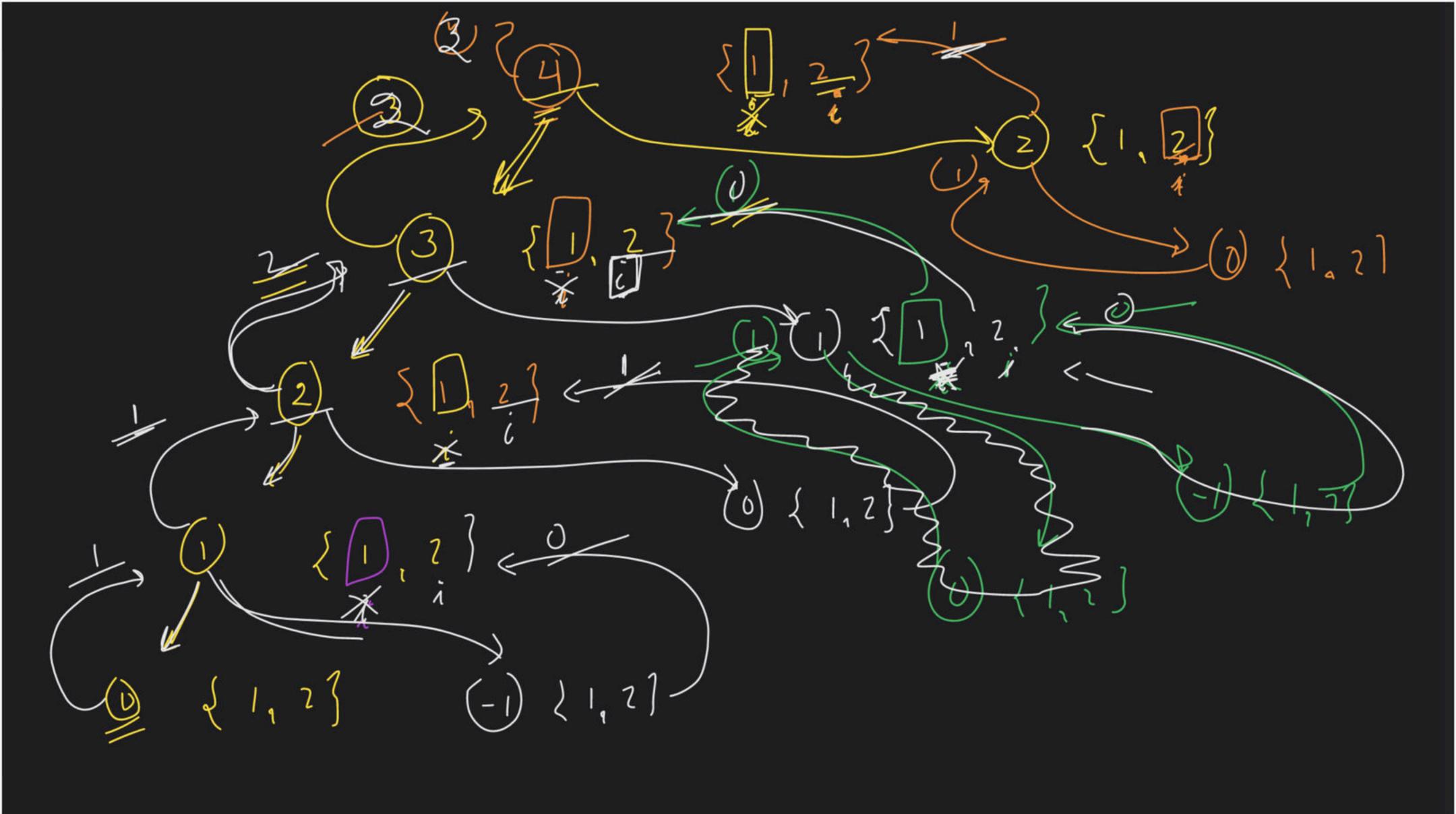
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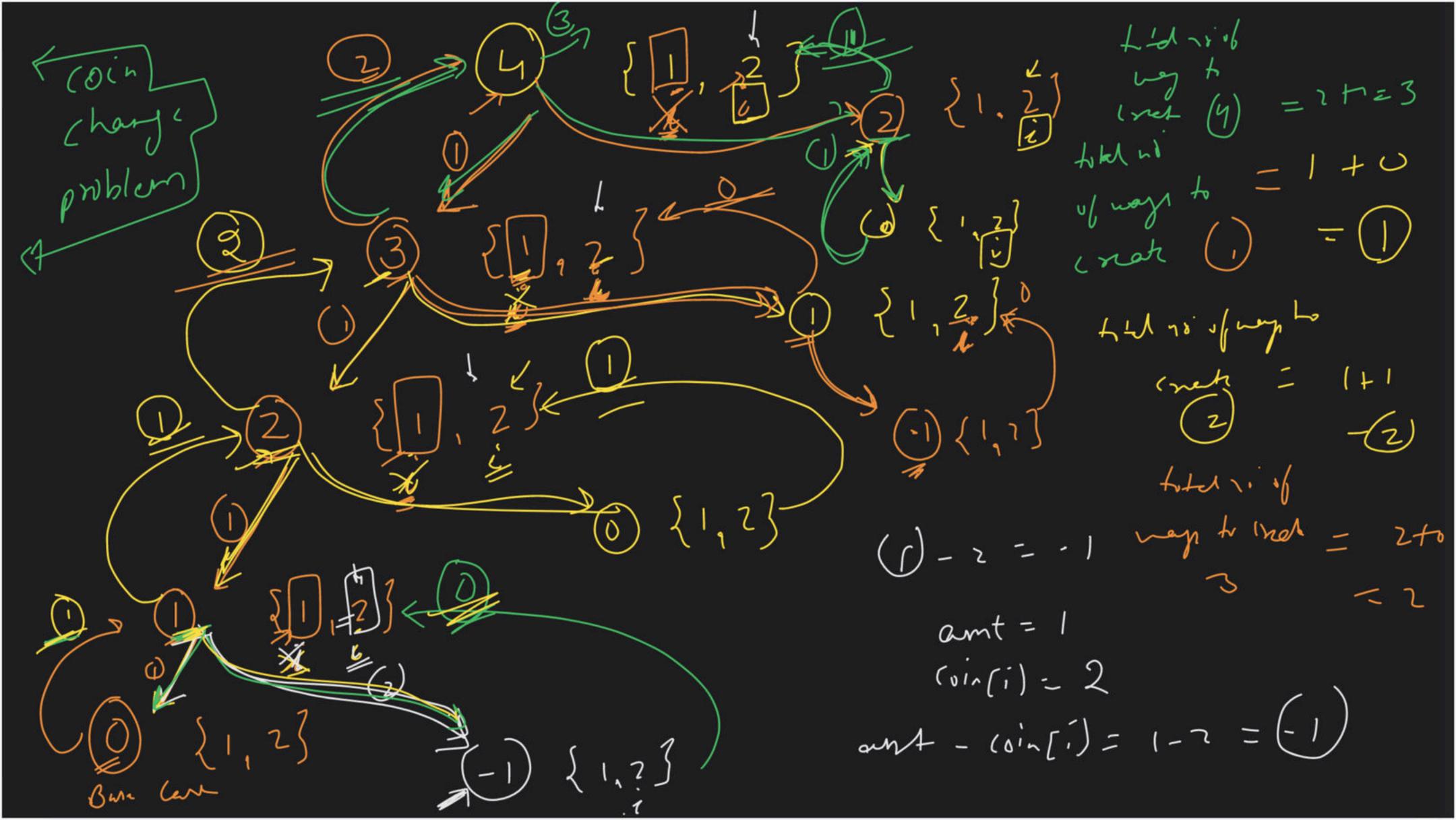


i/(gmumt = = 0)return ! if (amount < 0) for $(i \forall ways = 0)$ $j < n \qquad j < 1 + j$ Ways + = []0/1/(R: 3 retur ways

int roluc (vin, n, aut) 4) 11.23 4 -> Rmt air > {1,2} amt = 4 if (ant ==0)-(vin[i) = 1 rction 1; 4-1-3 if (ant < 0) ant - (vin [i] veturn 0 11- ways = 0: 3-1/=2 for ((y) U-) < r) wengs += natur (coin, rohan wengsi

212) $(4) \rightarrow \{1,2\},$ (4) -> (roof wags) + wright Leys + (R. (Lys =





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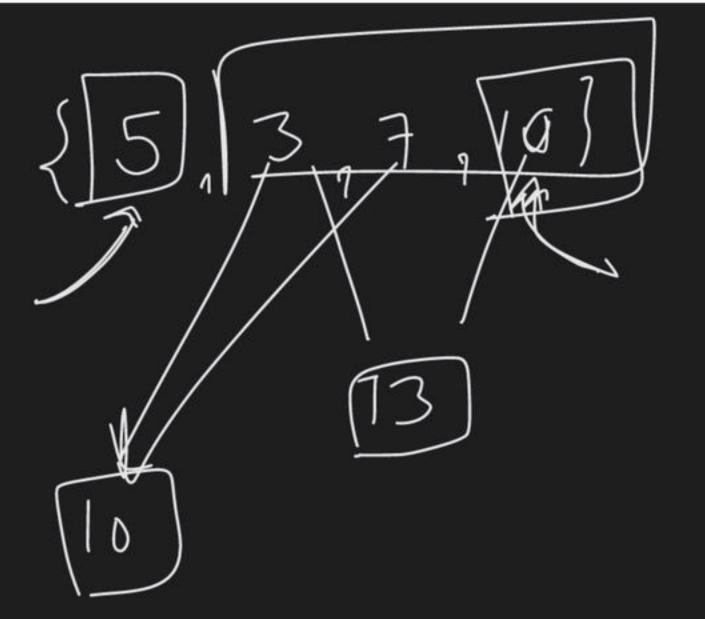
(Mard) max amound Optimal Crame Strategy [20], 30, 2, 2, 2, 2, 2, 1 Recursia Player 2 (hoice1 = avn (i) + min (+ (i12 i)), 4 (hoi(12 = avr(j)) + mi((f(i+1,j-1)))

max ((hvice) a (hoice) y aturn; solve (ore 4 -1) 16 d1 $i(\lambda)$ oitun 0; it chial = it choice Z (1) auz mex (Uviel, chotin) John ars)

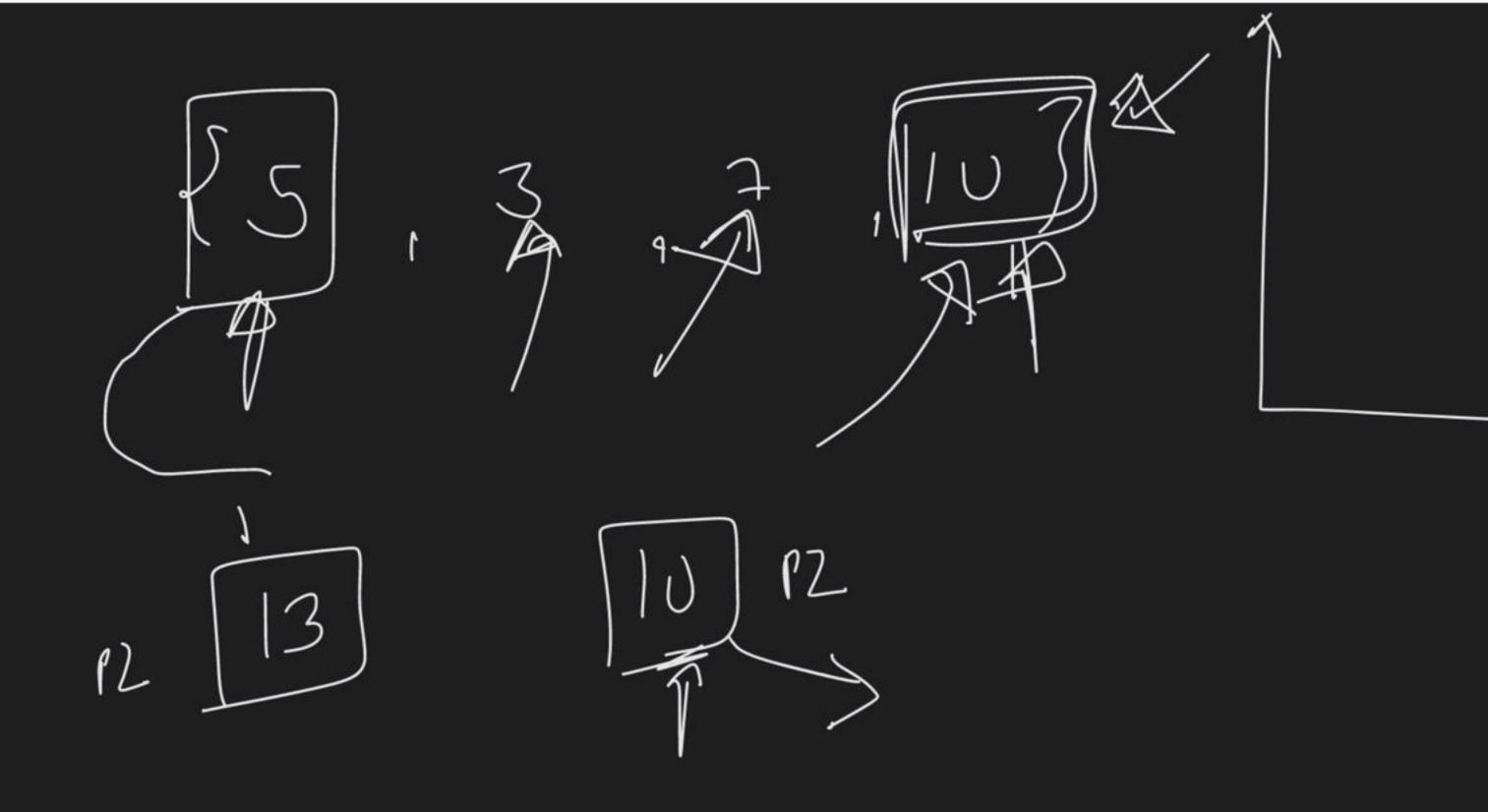
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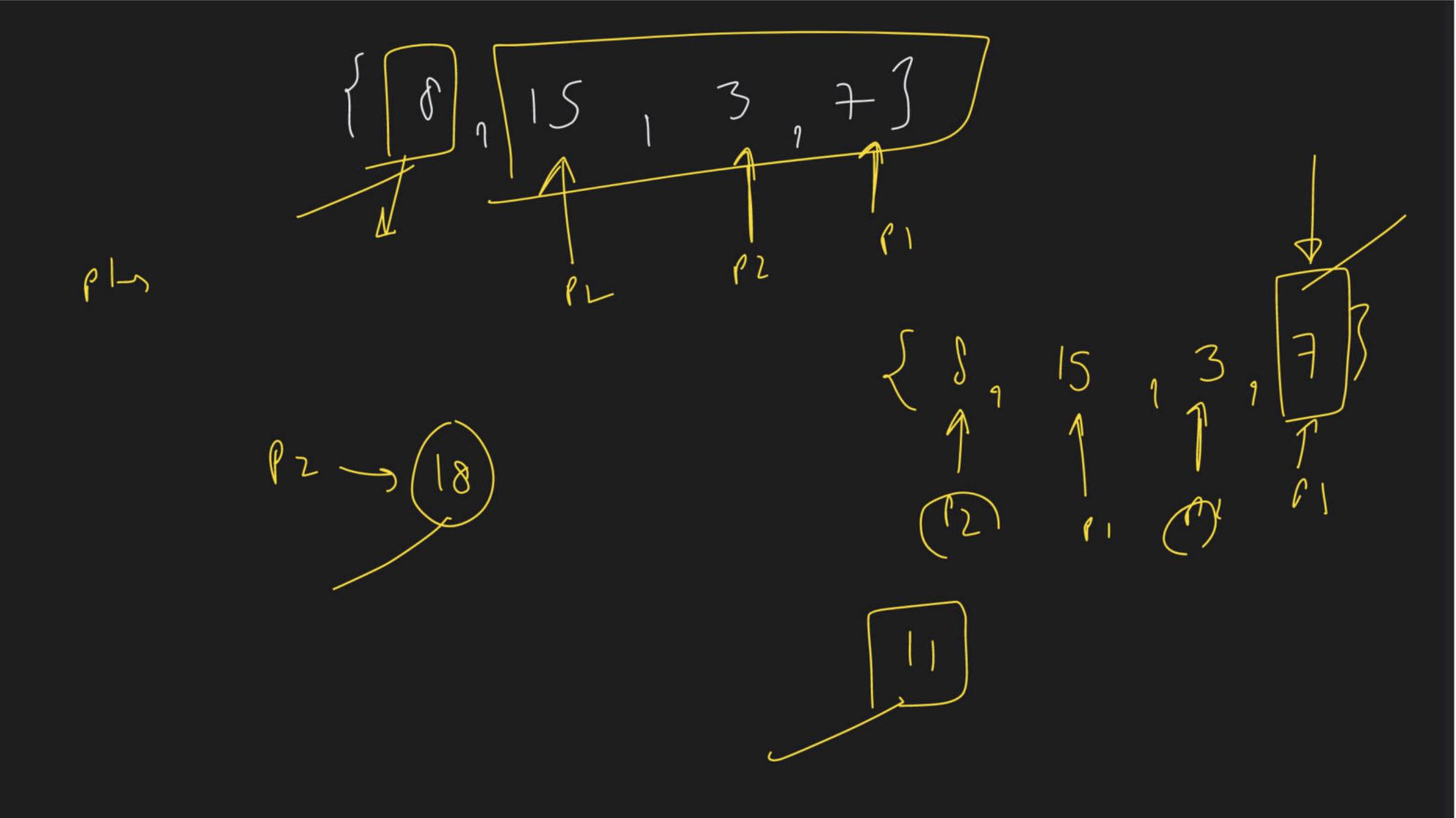
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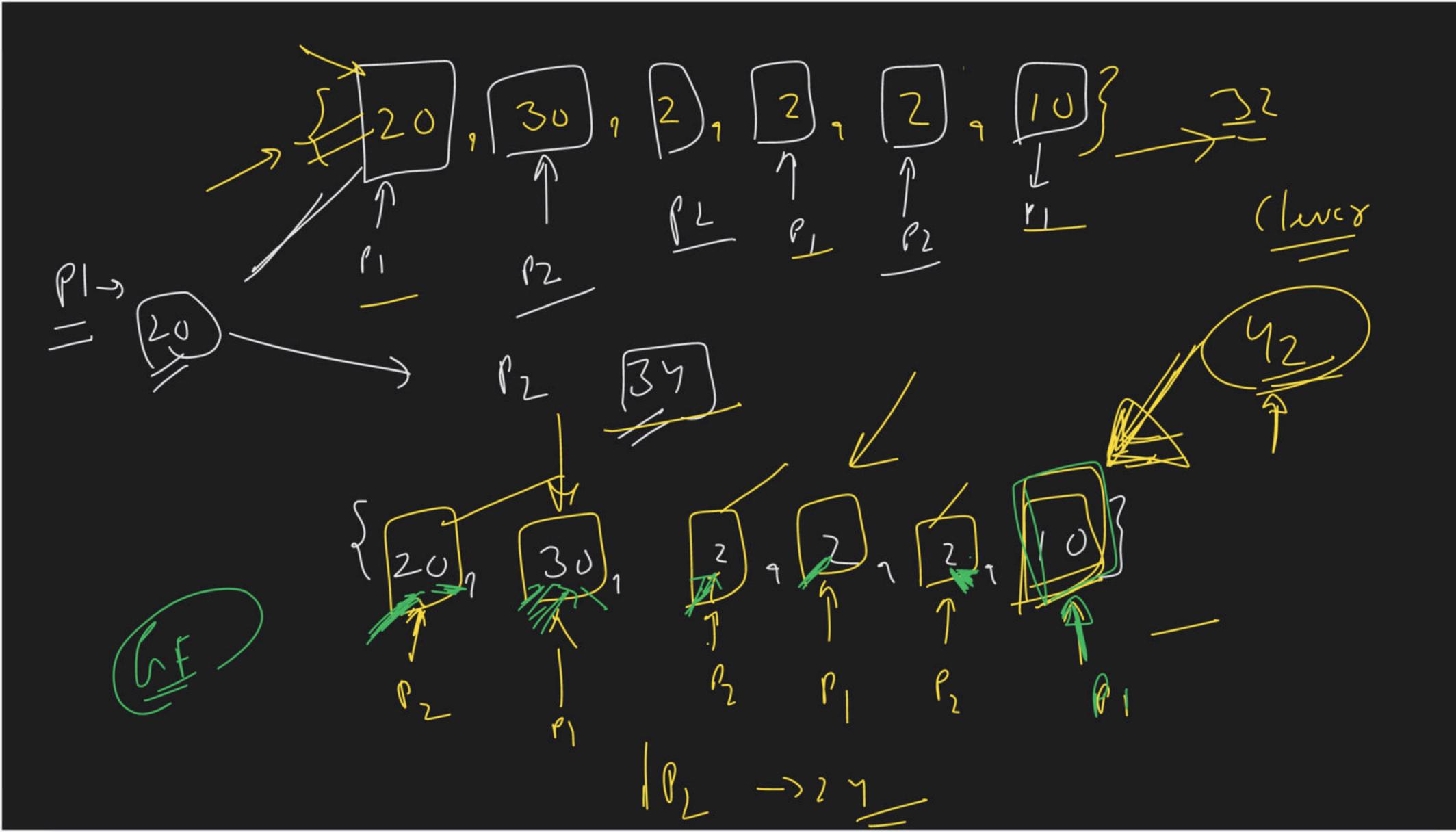
3 , 7. alg./. 3,7)

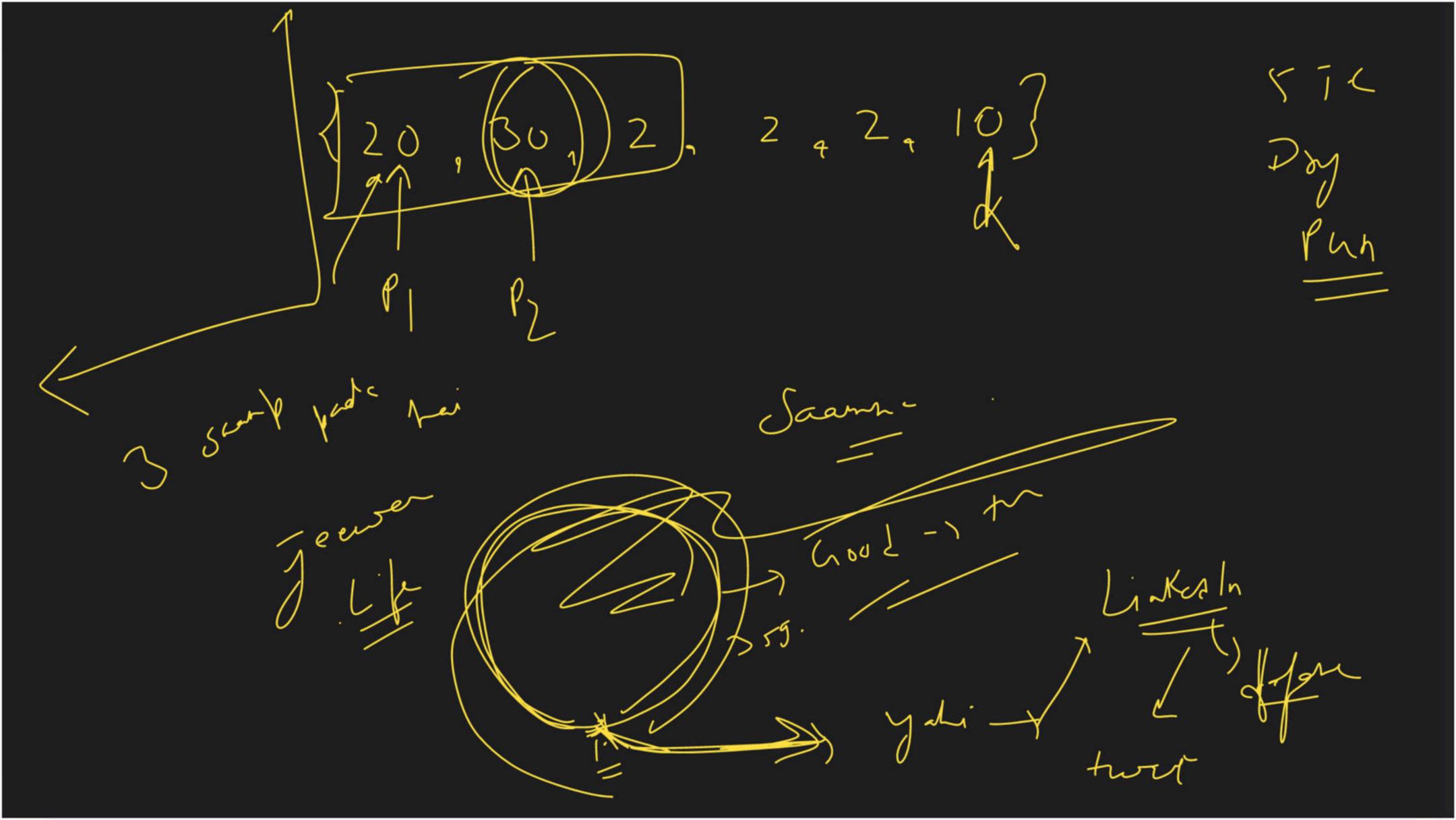


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