1. Pseudocode conventions
2. Recursion and properties
3. Factorial of n
4. Asymptotic notations
5. Time Complexity (Table count for matrix addition)
6. Steps to develop a greedy algorithm
7. Spanning tree. Kruskal’s algorithm simulation.
8. Difference between Greedy and Dynamic programming
9. Dijkstra’s algorithm
10. Abstraction for divide and conquer method
11. Quicksort algorithm
12. Find maximum-minimum of the following data using divide and conquer

12, 25, 19, -6,5, 91, 61, 115, 198, 201

1. Recurrence relation   
    T(n) = 2T(n/2) + 3 if n>2
2. Write down 0/1 knapsack algorithm
3. Multistage graph. Find the shortest path from S to T using forward reasoning..
4. Describe OBST