

# Module 4

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# **1 DYNAMIC PROGRAMMING**

## **1.1 Three basic examples**

## **1.2 The Knapsack Problem and Memory Functions**

## **1.3 Warshall's and Floyd's Algorithms**

# **2 THE GREEDY METHOD**

## **2.1 Prim's Algorithm**

## **2.2 Kruskal's Algorithm**

## **2.3 Dijkstra's Algorithm**

## **2.4 Huffman Trees and Codes**