

Q1

- a) Describe the asymptotic notation and discuss one advantage of using asymptotic notations to analyze algorithms (5 Marks)
- b) Discuss how a Divide-and-Conquer algorithm works and state the nature of problems that can be solved using this approach (6 Marks)
- c) Write the recursive binary search algorithm (6 Marks)
- d) Determine the running time of the binary search algorithm in part (c) above (3 Marks)

Q2

Discuss the Greedy approach to problem solving and briefly discuss the components of a greedy algorithm (4 Marks)

- a) Discuss the activity selection problem (1 Marks)
- b) Write the greedy solution to the activity selection problem (2 Marks)
- c) Describe the incremental paradigm, state a problem that can be solved using this paradigm and write the algorithm for the problem chosen (3 Marks)

Q3

- a) Find the shortest path from node 1 to all other nodes using Dijkstras algorithms (5 marks)

