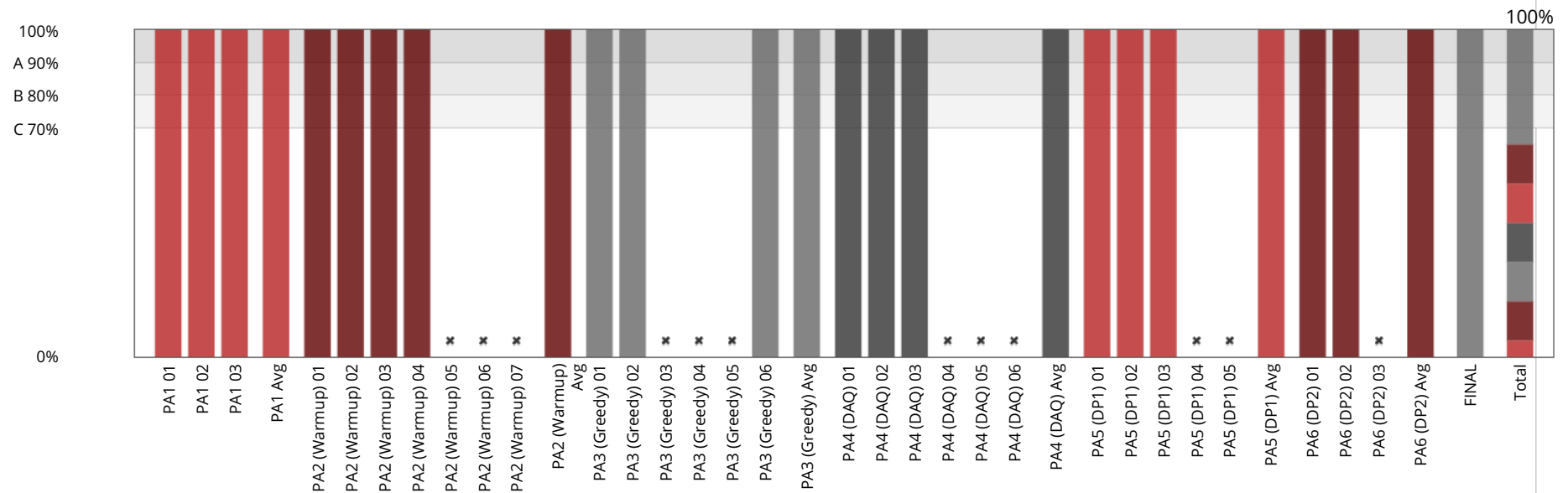edX

Course Progress for Student 'LuisManalac' (lmanalac@mvesystems.com)

Your enrollment: Audit track

You are enrolled in the audit track for this course. The audit track does not include a certificate.

Programming Challenges

Welcome

No problem scores in this section

Programming Challenge 1-1: Sum of Two Digits (1/1) 100%

Programming Assignment 1: Programming Challenges

Problem Scores: 1/1

Programming Challenge 1-2: Maximum Pairwise Product (1/1) 100%

Programming Assignment 1: Programming Challenges

Problem Scores: 1/1

Syllabus (1/1) 100%

Programming Assignment 1: Programming Challenges

Problem Scores: 1/1

Algorithmic Warmup

Why Study Algorithms?

No problem scores in this section

Fibonacci Numbers

No problem scores in this section

Programming Assignment 2: Statements and Starter Files

No problem scores in this section

Programming Challenge 2-1: Fibonacci Number (1/1) 100%

Programming Assignment 2: Algorithmic Warmup

Problem Scores: 1/1

Programming Challenge 2-2: Last Digit of Fibonacci Number (1/1) 100%

Programming Assignment 2: Algorithmic Warmup

Problem Scores: 1/1

Greatest Common Divisor

Greatest Common Divisor

No problem scores in this section

Programming Challenge 2-3: Greatest Common Divisor (1/1) 100%

Programming Assignment 2: Algorithmic Warmup

Problem Scores: 1/1

Programming Challenge 2-4: Least Common Multiple (1/1) 100%

Programming Assignment 2: Algorithmic Warmup

Problem Scores: 1/1

Big-O Notation (10/15) 67%

Practice Scores: 1/1   1/1   1/1   0/1   0/1   0/1   1/1   1/1   1/1   1/1
1/1   1/1   1/1   0/1   0/1

Course Overview

No problem scores in this section

Programming Challenge 2-5: Fibonacci Number Again (0/1)

Programming Assignment 2: Algorithmic Warmup

Problem Scores: 0/1

Programming Challenge 2-6: Last Digit of the Sum of Fibonacci Numbers (0/1)

Programming Assignment 2: Algorithmic Warmup

Problem Scores: 0/1

Programming Challenge 2-7: Last Digit of the Sum of Fibonacci Numbers Again (0/1)

Programming Assignment 2: Algorithmic Warmup

Problem Scores: 0/1

Greedy Algorithms

Introduction (2/2) 100%

Practice Scores: 1/1   1/1

Programming Challenge 3-1: Money Change (1/1) 100%

Programming Assignment 3: Greedy Algorithms

Problem Scores: 1/1

Celebration Party

No problem scores in this section

Maximizing Loot (0/3)

Practice Scores: 0/1   0/1   0/1

Programming Challenge 3-2: Maximum Value of the Loot (1/1) 100%

Programming Assignment 3: Greedy Algorithms

Problem Scores: 1/1

Programming Challenge 3-3: Maximum Advertisement Revenue (0/1)

Programming Assignment 3: Greedy Algorithms

Problem Scores: 0/1

Programming Challenge 3-4: Collecting Signatures (0/1)

Programming Assignment 3: Greedy Algorithms

Problem Scores: 0/1

Programming Challenge 3-5: Maximum Number of Prizes (0/1)

Programming Assignment 3: Greedy Algorithms

Problem Scores: 0/1

Programming Challenge 3-6: Maximum Salary (1/1) 100%

Programming Assignment 3: Greedy Algorithms

Problem Scores: 1/1

Divide-and-Conquer

Introduction (4/4) 100%

Practice Scores: 1/1   1/1   1/1   1/1

Programming Challenge 4-1: Binary Search (1/1) 100%

Programming Assignment 4: Divide-and-Conquer

Problem Scores: 1/1

Polynomial Multiplication (2/2) 100%

Practice Scores: 1/1   1/1

Master Theorem (1/1) 100%

Practice Scores: 1/1

Programming Challenge 4-2: Majority Element (1/1) 100%

Programming Assignment 4: Divide-and-Conquer

Problem Scores: 1/1

Sorting Problem (0/4)

Practice Scores: 0/1   0/1   0/1   0/1

Quick Sort (0/4)

Practice Scores: 0/1   0/1   0/1   0/1

Programming Challenge 4-3: Improving QuickSort

Programming Assignment 4: Divide-and-Conquer

No problem scores in this section

Programming Challenge 4-4: Number of Inversions (1/1) 100%

Programming Assignment 4: Divide-and-Conquer

Problem Scores: 1/1

Programming Challenge 4-5: Organizing a Lottery (0/1)

Programming Assignment 4: Divide-and-Conquer

Problem Scores: 0/1

Programming Challenge 4-6: Closest Points (0/1)

Programming Assignment 4: Divide-and-Conquer

Problem Scores: 0/1

Dynamic
Programming 1

Change Problem (4/4) 100%

Practice Scores: 1/1   1/1   1/1   1/1

Programming Challenge 5-1: Money Change Again (1/1) 100%

Programming Assignment 5: Dynamic Programming 1

Problem Scores: 1/1

Programming Challenge 5-2: Primitive Calculator (1/1) 100%

Programming Assignment 5: Dynamic Programming 1

Problem Scores: 1/1

String Comparison (0/3)

Practice Scores: 0/1   0/1   0/1

Programming Challenge 5-3: Edit Distance (1/1) 100%

Programming Assignment 5: Dynamic Programming 1

Problem Scores: 1/1

Programming Challenge 5-4: Longest Common Subsequence of Two Sequences (0/1)

Programming Assignment 5: Dynamic Programming 1

Problem Scores: 0/1

Programming Challenge 5-5: Longest Common Subsequence of Three Sequences (0/1)

Programming Assignment 5: Dynamic Programming 1

Problem Scores: 0/1

Dynamic
Programming 2

Knapsack (2/2) 100%

Practice Scores: 1/1   1/1

Programming Challenge 6-1: Maximum Amount of Gold (1/1) 100%

Programming Assignment 6: Dynamic Programming 2

Problem Scores: 1/1

Programming Challenge 6-2: Partitioning Souvenirs (1/1) 100%

Programming Assignment 6: Dynamic Programming 2

Problem Scores: 1/1

Placing Parentheses (0/1)

Practice Scores: 0/1

Programming Challenge 6-3: Maximum Value of an Arithmetic Expression (0/1)

Programming Assignment 6: Dynamic Programming 2

Problem Scores: 0/1

Final Exam

Preparing for the Final Exam

No problem scores in this section

Practice Exam (0/4)

Practice Scores: 0/1   0/1   0/1   0/1

Final Exam (16/16) 100%

Final Exam

Problem Scores: 1/1   1/1   1/1   1/1   1/1   1/1   1/1   1/1   1/1   1/1
1/1   1/1   1/1   1/1   1/1   1/1