Assignment 1

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'Jumping In'

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Part 4 - Questions. -

1. A greedy algorithm is one that makes the best or most logical choice.

2. Another way to solve this problem would be to write a program that repeatedly subtracts the highest number possible without going into the negatives, choosing from a difference of 25, 10, 5 or 1. Then, the program could add all the times a subtraction was done and print that number as the amount of coins.

3. GPS's could use greedy algorithms to figure out the shortest distance to get from one place to another when going in a straight line is not an option.