

PROBLEM SET 7

*Assigned: April 20, 2018**Due: May 4, 2018*

Always provide explanations and show as much work as possible. Designing algorithms often involves some creativity, so start early and work consistently. If you are stuck on a problem, move on and come back to it. If you get stuck again, discuss it with your classmates and/or come see me in office hours.

1. TADM 6-14. (We talked about this one in class.)
2. TADM 6-20.
3. TADM 7-4, except that you don't need to implement anything. Just give me some pseudocode, which will mostly consist of defining the "placeholder" functions that Skiena uses in his backtracking code.
4. TADM 8-3.
5. TADM 8-6.
6. TADM 9-10.
7. (Bonus) TADM 8-18.