

TOPIC 3 DYNAMIC PROGRAMMING

Playing against an opponent

- There are some coins in a row on a table
- At each turn a player can pick up the leftmost or right most coin
- The player who has the most money at the end wins
- 1 1 10 5 25 1 100 100 10 25 10 5

Solving the Game

- We have to be careful formulating and coding the solution
- Some parts of the solution depend on our opponent's strategy

