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Overview of Module 3

Module 3 will focus on greedy algorithms. These are algorithms that are based on making "fast and local" decisions and compare them against a carefully considered but expensive strategy such as dynamic programming studied in the previous module.

- We compare a greedy solution to the coin changing problem against the dynamic programming solution provided in the previous module.
- We study cases where greedy algorithms turn out to be optimal: interval scheduling to maximize the number of activities and the problem of designing prefix codes for compressing text files.

Assignments

We will have quizzes after most of the lessons in this module. These quizzes are 'select the correct answer' style and you will have unlimited attempts to solve them/get them right.

Programming Assignment

We will have a programming assignment that will help you approach the development of algorithms related to what we study in this module.

✓ **Completed**

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