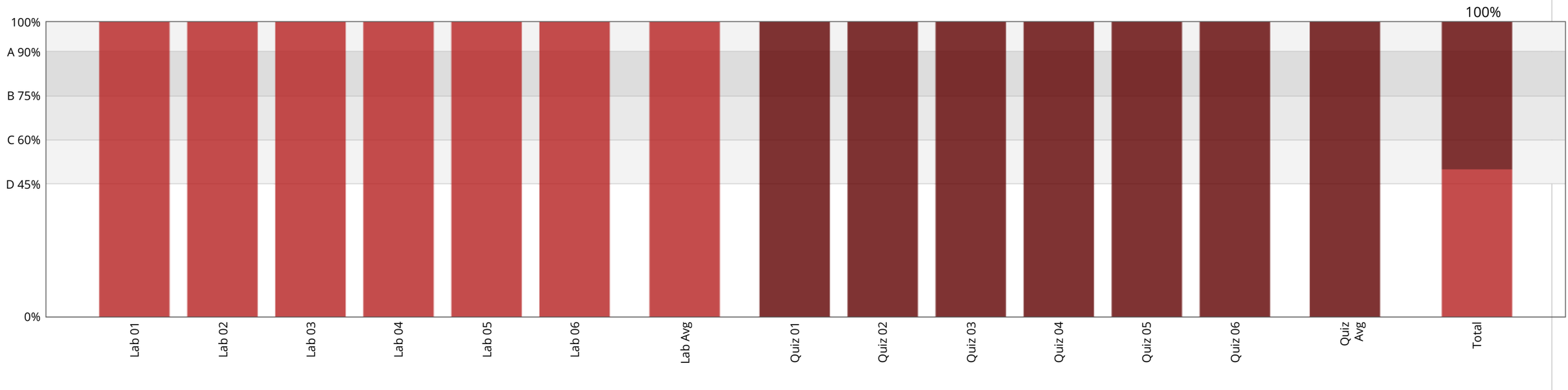
Course Progress for 'sandipan_dey' (sandipan.dey@gmail.com)

Your enrollment: Audit track

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



About this course

Welcome! (0/7) 0%

Practice Scores: 0/7

Using edX

No problem scores in this section

Part 1: Fundamentals of Graph Theory, Problem Solving, Good Programming Practices

1. Addressing a Computational Problem (3/3) 100%

Practice Scores: 3/3

2. Graphs and Paths (5/5) 100%

Practice Scores: 5/5

3. Representing Graphs (2/2) 100%

Practice Scores: 2/2

4. Good programming practices (2/2) 100%

Practice Scores: 2/2

Quiz 1 (8/8) 100%

Quiz

Problem Scores: 8/8

Lab 1 (7/7) 100%

Lab

Problem Scores: 7/7

Part 2: Graph Traversal, Routing, Queuing Structures

1. Graph Traversal (3/3) 100%

Practice Scores: 3/3

2. Routing tables (3/3) 100%

Practice Scores: 3/3

3. Queuing Structures (3/3) 100%

Practice Scores: 3/3

Quiz 2 (4/4) 100%

Quiz

Problem Scores: 4/4

Lab 2 (5/5) 100%

Lab

Problem Scores: 5/5

Part 3: Shortest Paths, Min-Heaps, Algorithmic Complexity

1. Dijkstra's Algorithm (3/3) 100%

Practice Scores: 3/3

2. Min-heaps (3/3) 100%

Practice Scores: 3/3

3. Algorithm complexity (3/3) 100%

Practice Scores: 3/3

Quiz 3 (6/6) 100%

Quiz

Problem Scores: 6/6

Lab 3 (4/4) 100%

Lab

Problem Scores: 4/4

Part 4: NP-Completeness, Traveling Salesman Problem, Backtracking

1. Traveling Salesman Problem (3/3) 100%

Practice Scores: 3/3

2. Bruteforce and Backtracking to solve NP-Complete Problems (3/3) 100%

Practice Scores: 3/3

3. Problem Complexity and NP-Completeness (3/3) 100%

Practice Scores: 3/3

Quiz 4 (5/5) 100%

Quiz

Problem Scores: 5/5

Lab 4 (5/5) 100%

Lab

Problem Scores: 5/5

Part 5: Heuristics, Greedy Approaches, Accuracy/Complexity tradeoff

1. Heuristics (2/2) 100%

Practice Scores: 2/2

2. Greedy Algorithms (2/2) 100%

Practice Scores: 2/2

3. Approximate Solutions (3/3) 100%

Practice Scores: 3/3

Quiz 5 (5/5) 100%

Quiz

Problem Scores: 5/5

Lab 5 (4/4) 100%

Lab

Problem Scores: 4/4

Part 6: Combinatorial Game Theory, Winning Strategies

1. Combinatorial Game Theory (2/2) 100%

Practice Scores: 2/2

2. Computing Winning Positions in a Game (2/2) 100%

Practice Scores: 2/2

Quiz 6 (5/5) 100%

Quiz

Problem Scores: 5/5

Lab 6 (5/5) 100%

Lab

Problem Scores: 5/5