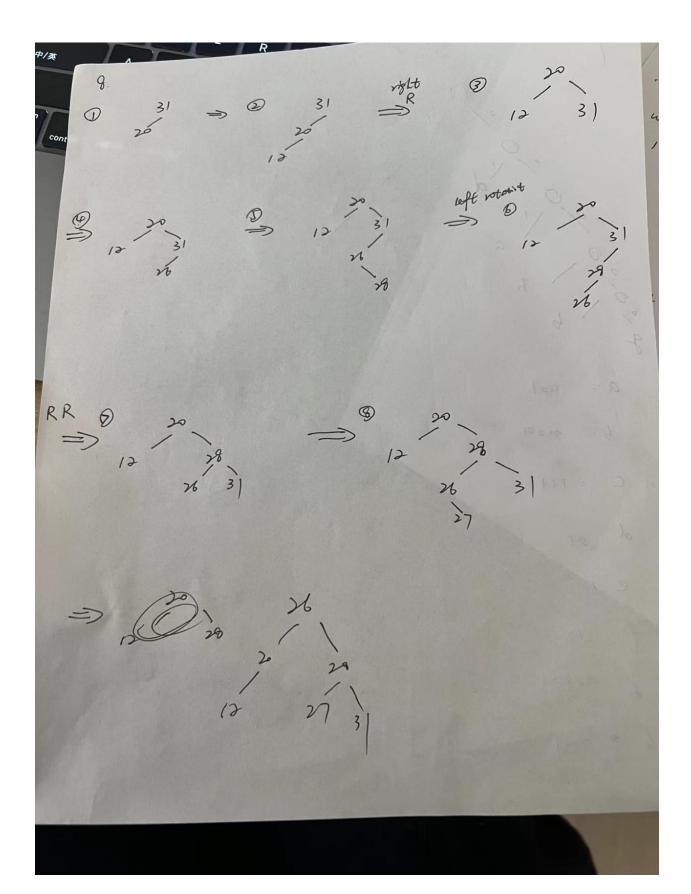
Jin Cheng. Version B. jt 4434. 1. True or False. (a). T is, 平平下 T cii W) F 2. which of the following ... DFS are true? C, d, & b. OFS still can find shortest path Boots time complexity explane. 3. Which of the following ... Olv/+10 ? R d

y 3 223

(a) First T. 4. Which of the following also ... efficient implementa D. Flagd . -5. In --- selection problem... 80. a.b. 6. Which of the following - shortest path are true? a 7. which of the following -- are true? to b 9.



a : 001 : 111 110 222/

1	10.		Mac	
2	(a) First	Fire:		
3	$A \Rightarrow E \Rightarrow G \Rightarrow C \Rightarrow B \Rightarrow \& F$			
P	$\Rightarrow$ $(A,E)$ $\Rightarrow$ $(E,G)$ $\Rightarrow$ $(G,C)$ $\Rightarrow$ $(C,B)$ $(E,E)$			
5	(6)			
7 9	trusted started with the Vertice with lowest weight first. sort the weights.			
9				
y	i me ha			
10	weight	source.	Pest.	
"	J	A	E	
1)	7	н	I	
()	3	E	6	
1			C	
	4	67	of 7 a circle	
	2.	A	GI => when adding. 5. there is to be stip.	
	6	c	В	
			- Ohn -P crode	
18	is	, P	F => we will reject adding of circle	
ш	·· the	order MI	_be. exists,	
S. Con	(A.F.	) _ (H,	D. > (E.G.) > (G.C) > (C.B)	
	: last five ave.			
		(	6,C,), (B, C)(EF), (E,I) (D,E)	

```
11. (a)
     Function. Algorithm.
        m - length of B
         n < length of A
        Dp < two-Dimential table with size (m+1) *(n+1)
                 with initial value of Zeros.
                                   . Y >> go iterate through the 190 *. Ust.
       For i= 1, 2, ... * n+1
           For j=1, 2, ..., m+1
                If Acin == BCj-1 :
                    DPCiJCjJ = DPCi+JCj+J + BCj+]
                                ## if equal, adding to the pp memor
                                            table
                 ## A [i-1] or B [i-1] will have not least one that not in the
                Else
                  DPCIOCIJ = FIND-MAX (DPCI-1 JCI] - APCIJ GI-1
           Return OP [m][n].
(b) The final Result will be
      les = { > 3 ,4 ,6 ,5.}
```

- (a). To prove that greedy is optimal for only nickle and pennies case, we will only be able to exchange for 4 pennis. Since we will a be able to use nickels a contil the total amount is me smaller than 5, to the therefore greedy provides the solution to reduce the chance of wing small value if we still can I we bigger one.
- (b). for the cool of dimes, nichlar and pennies. Os our greedy algorithm, we will keep exchanging the biggest value first until we cannot use it, is which is climes in this case. Therefore, at most

  I can only use I nickle here, since if the value is bigger than \$10, I can use dime. and as many as notif the remoder is smaller than one dime.
- (C). For the case where where we can use quarter . Ime. nickler and pennies. as mentioned above, I can at most 2 chines otherwise I will be able to use quarter. for example. The value of if the reminder is above \$430, I will use quarter and nickles as many as I have. Then we will from big worker to smaller so.

13. (a)

(b)

(c)

(c)

(d)

(e)

(e)

(e)

(e)

(f)

(f)

(ii)

(iii)

(iv)

(iv) and DFS travese the graph. It sop add severtex into stock 天 @ since this is a directed graph, we need to reverse the direction result after our top DFS traverse Q while stack is not empty. we call DPS for each vertex from stack as the starting vertex and