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1. Insertion sort is an example of divide and conquer?

1 / 1 point

- ☐ True
☒ False

✓ **Correct**

That's correct. Insertion sort processes each element in relation to its surrounding elements until the data is eventually sorted.

2. Given an array of 6 numbers **[6, 8, 19, 48, 9, 90]** and applying **insertion sort**, how many swaps must occur before the array is sorted?

1 / 1 point

- ☐ 4
☒ 2
☐ 6

✓ **Correct**

That's correct. The array is mostly ordered so only have to swap 9 twice, first with 48, then with 19.

3. What time complexity is required to do a linear search?

1 / 1 point

- ☒ $O(n)$
☐ $O(1)$
☐ $(\log(n))$

✓ **Correct**

That's correct. A linear search requires that you do a search of every item. So it will take n (the number of items) time to search.

4. Why do we need Big-O notation to evaluate our programs?
what time complexity is required to do a linear search?

1 / 1 point
1 / 1 point

- ☒ $O(n)$
☐ $O(1)$
☐ $(\log(n))$

✓ **Correct**

That's correct. A linear search requires that you do a search of every item. So it will take n (the number of items) time to search.

4. Why do we need Big-O notation to evaluate our programs?

1 / 1 point

- ☐ Because sorting requires that things are moved around to save space.
☐ Because sorting is complicated, and we need a complicated metric.
☒ Because measuring time is relative to a person's computer, so a relative metric is required.

✓ **Correct**

That's correct. A relative metric is required to measure time.

5. What is parallelization?

1 / 1 point

- ☐ It is about writing your code in one go.
☐ It is about calling functions repetitively until they have achieved a base case.
☒ It is about running code at the same time in threads or on separate computers.

✓ **Correct**

That's correct. You have successfully identified a brief definition of parallelization.

6. Why would you decide to use recursion?

1 / 1 point

- ☐ Recursion reduces the pressure on the compiler by making less stack calls.
- ☒ It lends itself well to a divide and conquer approach.
- ☐ It looks cool and makes your code seem more intelligent.



Correct

That's correct. Recursion works well with the divide and conquer approach.

7. Why does Memoization work well with dynamic programming?

1 / 1 point

- ☐ Because it takes a lot of memory to run some programs and memoization allows you to store data in smaller sizes.
- ☐ It takes up less space in the hard drive.
- ☒ It requires less compiling because it stores previous results, reducing the load on the CPU.



Correct

That's correct. Dynamic programming utilizes memoization because it stores the results of computations, meaning the computations don't have to be repeated.

8. How are the principles of dynamic programming and greedy algorithms at odds with one another?

1 / 1 point

- ☐ Because dynamic programming will react with more agility to a program, while the greedy approach will be slower and more self-centered.
- ☐ The greedy algorithm will use up CPU by monopolizing resources.
- ☒ The principle of dynamic programming is to exhaustively compute the best solution, while a greedy approach will favor take the immediate best option.



Correct

That's correct. With dynamic programming, you can find the most best solution, whereas greedy algorithms have a specific process.

9. Why is a binary search conducted in $O(\log n)$ time?

1 / 1 point

- ☐ It is not, it is conducted in $O(n)$.
- ☐ Because as it searches it sorts the elements.
- ☒ Regardless of the size of the input, at every step the number of calculations is halved.



Correct

That's correct. Log n means that it is not instantaneous access but it rapidly reduces the lookup space.

10. `def fibonacci(number)`

1 / 1 point

```
    if number < 2
        number
    else
        fibonacci(number - 1) + fibonacci(number - 2)
    end
```