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5


$$10 - 5 > 0$$

case \rightarrow

smart calls: $2 - 2 \geq 2$

call $\rightarrow (target - coins[i] \geq 0)$

$$\left\{ \begin{array}{l} 1. \quad 2 \ 2 \ 3 \\ 2. \quad 2 \ 3 \ 2 \\ 3. \quad 2 \ 5 \\ 4. \quad 3 \ 2 \ 2 \\ 5. \quad 5 \ 2 \end{array} \right.$$

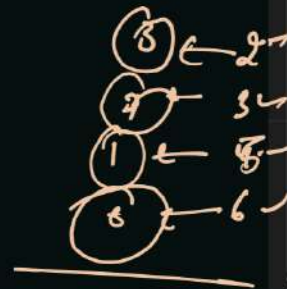
Base case \rightarrow

Termination

341 f 1

Memoisation using DP, $DP = \text{new int}[target+1];$

0	1	2	3	4	5	6	7
1	0	1	1	1	3		5



```
public static int coinChangePerm_memo(int[] coins, int target, int[] dp) {
    if(target == 0) {
        return dp[target] = 1;
    }

    if(dp[target] != 0) {
        return dp[target];
    }

    int count = 0;
    for(int i = 0; i < coins.length; i++) {
        int coin = coins[i];
        if(target - coin >= 0) {
            count += coinChangePerm_memo(coins, target - coin, dp);
        }
    }
    return dp[target] = count;
}
```

coins = {2, 3, 5, 6}

dp[7] = 5

target + 1

Coins → 2, 3, 5, 6

target →

target	0	1	2	3	4	5	6	7
1	-	0	1	1	1	2	3	5
	-	-	2	3	22	32 23 15	222 33 6	322 232 52 223 25

No. of ways to prepare target 4

Storage = target + 1

Meaning assign =

Direction analyse

Coin Change Combination

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2 3 5 6

target = 7

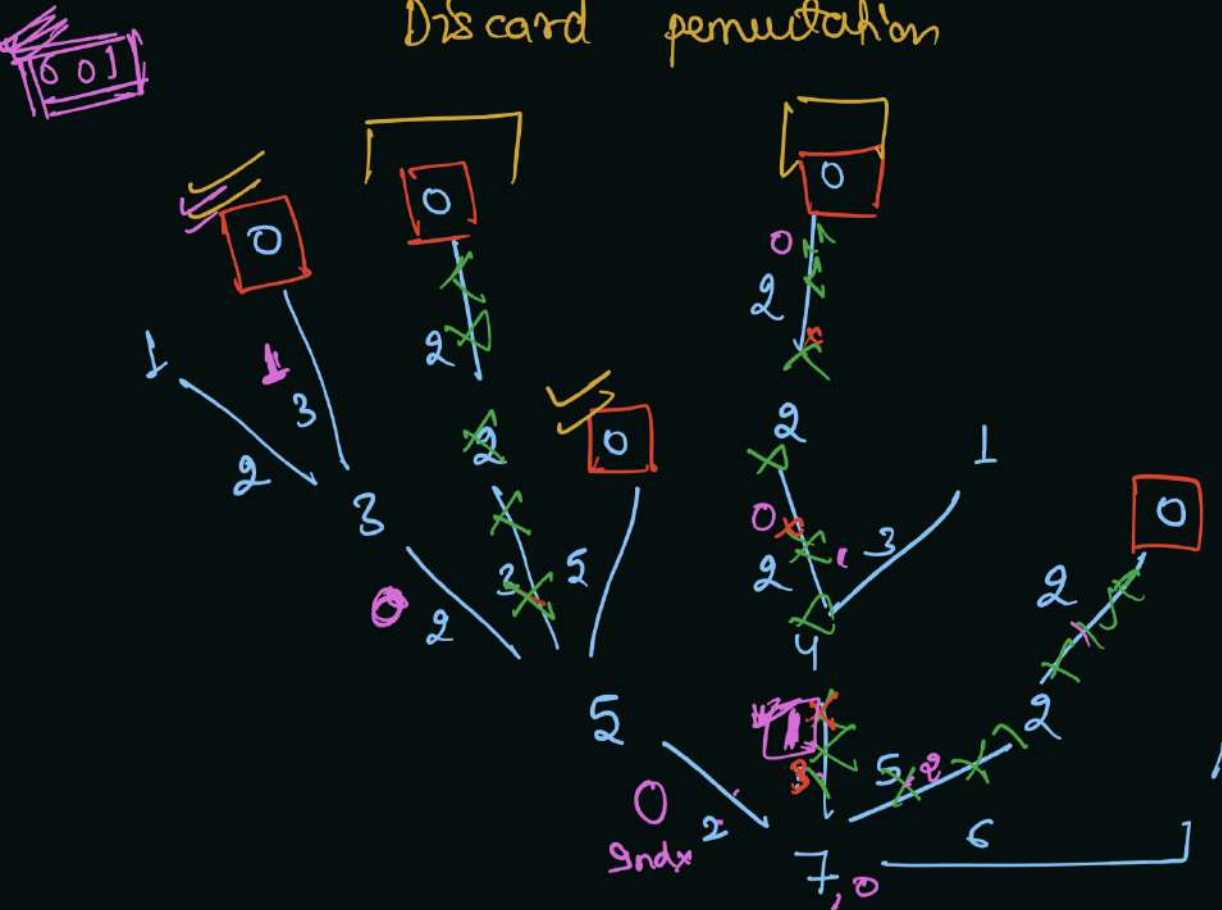
Discard permutation

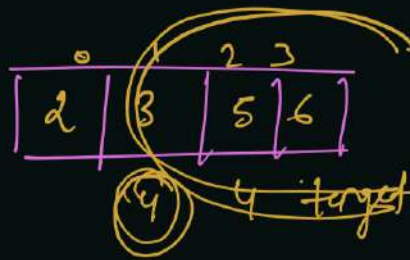
permutation

combination

2 2 3 ✓
2 3 2 ✓
2 5 ✓
3 2 2 ✓
5 2 ✓

① 2 2 3
② 2 5

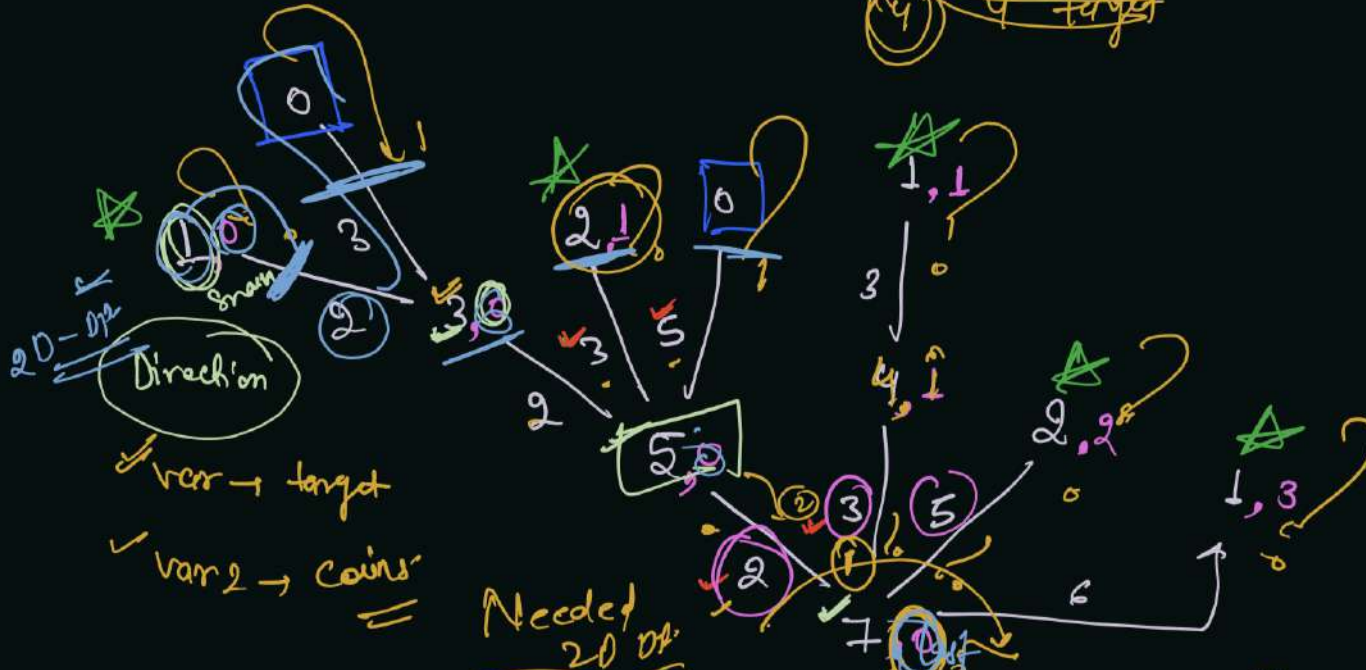
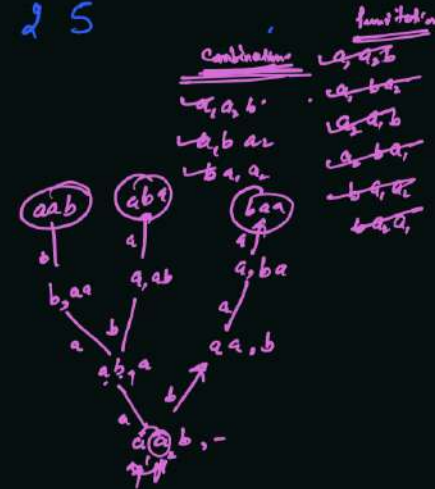




coins $\rightarrow \{2, 3, 5, 6\}$
 Index $\rightarrow 0 \ 1 \ 2 \ 3$

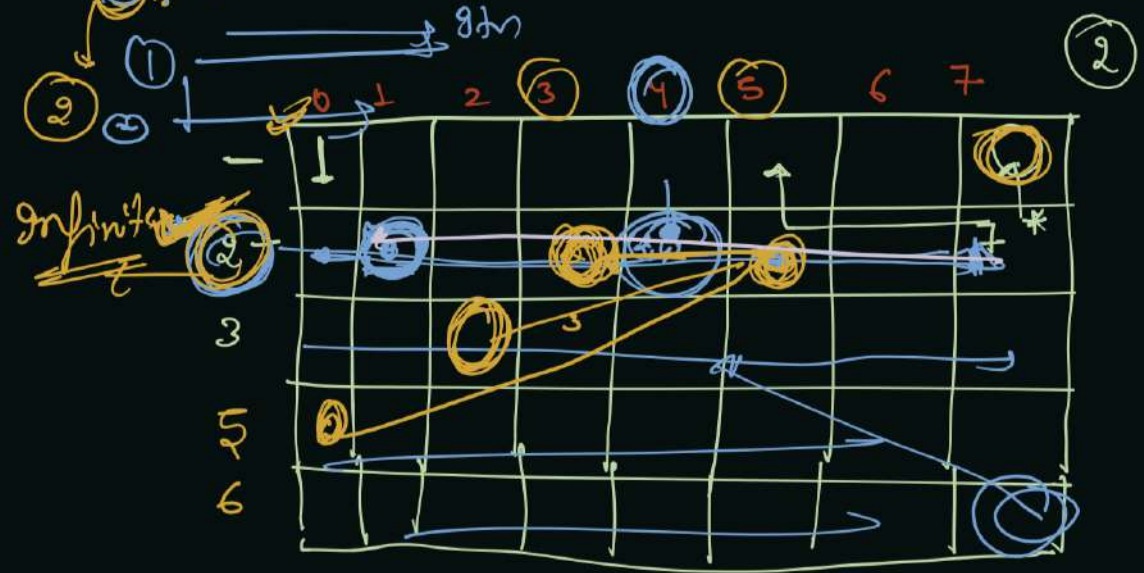
2, 2, 3

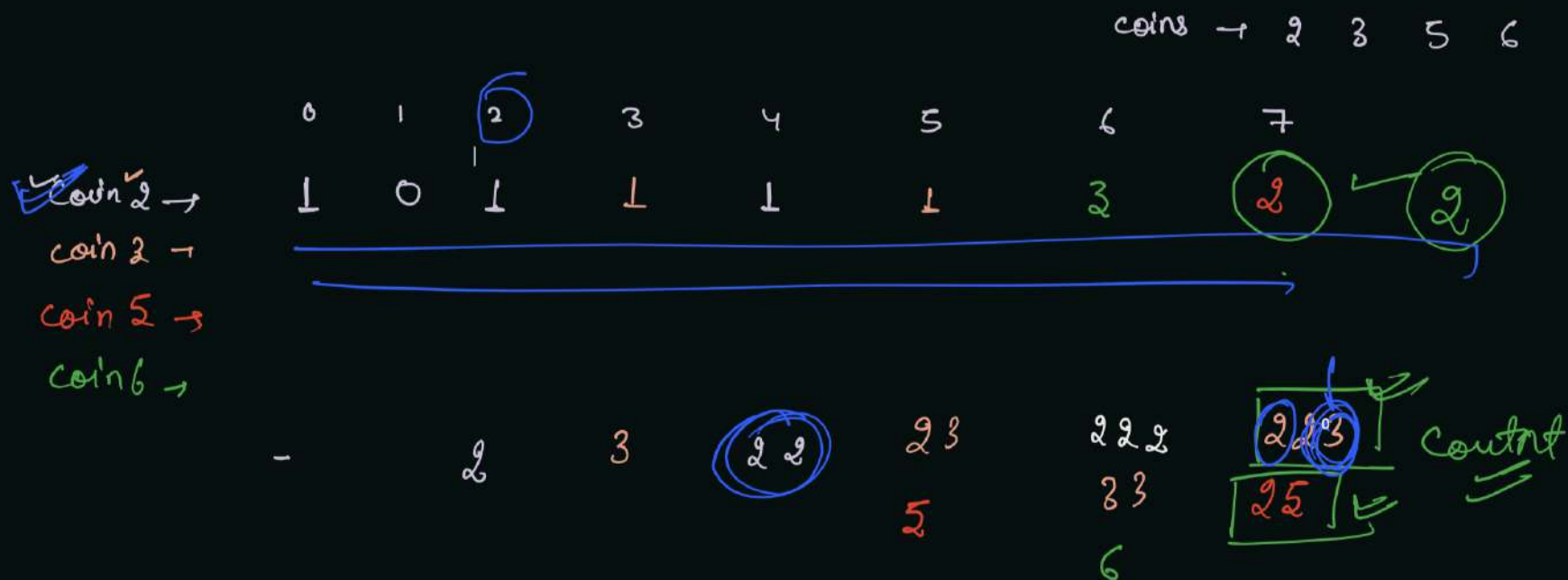
2 5



2D DP. $\rightarrow 2$

2D) X \rightarrow Recursion Memoir
 2 3 7 5
 tab vs. Memo





- Steps -
- 1) Prepare DP of all possible permutation of coin change combination and coin change combination
 - 2) Reverse thinking

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target = 10

2nd x, target

①	4	2	1	3
②	2	7	1	
⑧	7	3		



\Rightarrow No. of ways -

5 1 4 1 2 3

3 1 2 2 5 1 4 1 2 3