

Greedy Activity Selection Algorithm

GREEDY-ACTIVITY-SELECTOR(s, f, n)

```
1   $A = \{a_1\}$ 
2   $k = 1$ 
3  for  $m = 2$  to  $n$ 
4      if  $s[m] \geq f[k]$            // is  $a_m$  in  $S_k$ ?
5           $A = A \cup \{a_m\}$      // yes, so choose it
6           $k = m$                  // and continue from there
7  return  $A$ 
```