Today's Content:

- Currency enchange -
- > Fractional knapsack -
- > Greedy Properties ~
- Activity Selection
- , Job Scheduling
- Min Choclatu
- > Rats of If time permits ?

Indian Currency: 12,5,10,20,50,100,200,2000

Cash: 5548 - min number of coins/notes to get required cash?

	Nota/Coms	leftout	Why Indian Givery? WNK
2000 →	2.	1548	Any denomination attent == 2
500 →	3	48	Any denomination attent == 2 more previous demonstry
20 ->	2	8	
5 ->	l	3	
3 -	l	1	
ا 7	1	0	
	10		

Currency: 1 10 18: Greedy is not working

Money: 20 - Min coins required to get target money

Super Market: If needed we can eat a single ky from each 9tom

		man proten we				
	E	ating Complete 9	tem We can eat =	toka Cam set		
Vegetable		protten gained	Eat based man	Ear based in protien/kg		
Tomato	· ·	200p -	tory Protein 200p → 20kg	10p/kg - 20kg -200		
Appla	15 kg	180 p		12p/kg - 15kg - 180		
Onton	so kg	250p	250p -> 50kg	sp/kg-		
chicken	lo kg	150p	450p -> 70kg	15p/kg - 10kg-150		
Potato	25 kg	2009 .		8p/kg - 8kg - 64		
Mango	12 kg	132 p		11plkg - 12kg - 132		
Scefood	5 kg	1007		20p/kg - 5kg - 100		
				Man protein: 821		

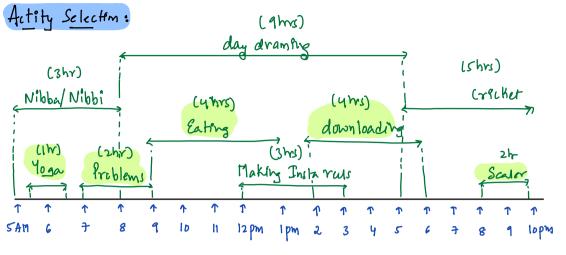
for every kg we are taking man protien, we can get

Greedy Properties:

- 1 g For op Hmization related problems
- b) Based on what parameter we want to apply gredy
- · c) By coming up with Courter enamples

Real time algorithms:

- a) Prims/ kruskals algorithms -
- b) Dijkhais >
- 9 Haffman's Coding



Tanks:

Yoga

Problems

taking

downlading

Scaler

- Start a tack we need to complete
- > At any given point single tack
- Man tack which we can do
- 3) Pick tack which ends carlier:

Problems

Fating

downlading

Scaler

Sortau tanks

based m end

temes q Pterate

q get non-overlappeny

tanke

TI: NIGN+N SC: N

gredy:

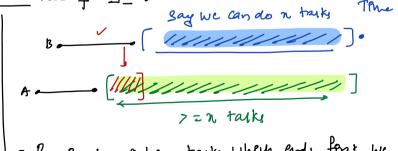
1) Min duration of

Yoga Problems Scaler Making Instra heals

2) Pick with min Start time

Nibba/Nibbi day dreaming cricker

Correctness of logge:



- By spaply priking tack when ends fint, we an leaving more slots/time to do more tacks

Job Scheduling:

Given N Tasks to complete,

- Deadline assigned for each task, day on or before we can do task
- payement assigned to Each talk
- On any given day we can perform only I tack & Each tack take I day finish
- > find man payement we can get

last enaple: Tarks: 3 dead1: 2 400 150 250 600 loo 300 200 350 Money: 200 250 Sort based on deadling: ans = 1900 look min valu in databa operations we won't Insert 400 , min val in dabba = delve Min() 250 KS

200

```
9nt man Cost ( 19st x pairx int, int >> data) {
   int n= data siglis
  // Clata · Sort (bard m dead 19me) TC: (NhgN+ NlogN)
   Minhap rinto mh;
                                    Sc: O(N)
   for (Put 1=0; 9an; 1+1) h
                                         11:06 - 11:15pm
        pagragnt, gnt, n= data[i]
        Port day = n. front
        ent pay = no second
        if ( day > mb.spccs) h
          / Emply slot is there ]

Mh, insert (pay)
         else if ( pay > mh, ger Min() )// No Emply Sloke
             mh. delce Min() T
    int ans = 0
    While ( mb. size (1) >0)h
         ans = ans + who get Princh
         mho delite Mini)
     roun ans;
```

Chodate distribution: - & 1 thuy

Given N Stratent Marks, assign choclate to all N Student in Such a way that

- -> Each Student should attent get 1 choclate
- of arti] > arte-i],

 choclates assigned to instruct should be more i-instruction (hodate

 of arti] > arteri)

 choclates assigned to instruct should be more in instruction (hodate