Quest m 1

prim is for final de MST, and Dijkston is for solve style-somee Shakel foth phosem.

W) True

Dijkstra and from both choose the "looks bere" (min) by pq,
prim get the nin to convert to the tre, and Dijktron see vin direce
thou the S node,

the greedy only provide the best solution differer activities may have the same finding time, but may have differere best soluthon.

(d) False

Having all distinct edge weights eliminate the Stuarton (both is some) in MST construction, so it cannot have more than one min spaning trees,

(e) true

We can think about a graph is a triagle with edges 1, 2,3, 1 +2 = 3, so we get more than one sharest poths between the Verfice s and t

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Quetlon 2
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- (a) I ger value-po-weight for each,
 - 2. son it from high colon
 - 3. Searl from the longe to small, it not tall, continue
- 16) O(nlogn)
- (c) iten 1 = 6, item 2 = 4, item 3 = 3, item 4 = 3.5, item 5 = 3.6Sort: $1 \cdot 2 \cdot 5 \cdot 4 \cdot 5$

greedy pich step 1: 60 - 5 = 55, value = 30

scepz: 55-10=45, value = 30+40=70

slep 3. 45-25=20, value = 70+90=160

seep 4: 20-22=.2, so we do 20-70=0

vde = 10e+ 35 x20 = 23e

so, total value = 230