

1994 Paper 3 Question 7

Data Structures and Algorithms

For *four* of the following ideas, give examples of problems and algorithms to solve them.

- (a) divide and conquer
- (b) breadth-first search
- (c) balanced data structures
- (d) use of randomness in algorithms
- (e) “greedy” algorithms
- (f) dynamic programming

[5 marks each]