

Today: Greedy algorithms. 16. {0,1,2,3}.

Next class: Data Structures for Disjoint Sets 21. {0,1,2,3}

Reminders: Portfolio/poster. Homework. Newsgroup. Reading. Coding. Practice.

1. List the members of your group below. Underline your name.

2. Trace the operation of the GREEDY-ACTIVITY-SELECTOR algorithm on the activities (i) with the start (s_i) and finish (f_i) times below. (Hint: Ensure precondition holds.)

i :	1	2	3	4	5	6	7	8	9	10
s_i :	23	3	10	7	3	2	21	17	3	9
f_i :	30	5	20	10	7	4	25	22	14	18

- Trace the operation of the HUFFMAN algorithm (p. 431) on the following input (in the format *character:frequency*). Use Figure 16.5 (p. 432) as a template.

a:10 b:3 c:5 d:14 e:17 f:1 g:2 h:1 i:3