In this part of the course we have discussed the following algorithm design techniques:

1. Divide and conquer
2. Dynamic programming
3. Backtracking
4. Randomized algorithms
5. Greedy algorithms

For each of the five techniques, implement a method that applies that technique in order to solve a problem of your choice efficiently and effectively. Write a report describing the problems you solved, your algorithms, and experimental results. You’re not allowed to reuse code you have written for previous labs.