

# Computer Science 50

Introduction to Computer Science I

Harvard College

Week 4: Friday

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# Change Making



# Change Making

## Greedy Algorithms

29	
- 25	← Return the largest coin less than or equal to 29 cents, i.e., 25-cent coin
4	
- 1	← Return the largest coin less than or equal to 4 cents, i.e., 1-cent coin
3	
- 1	← Return the largest coin less than or equal to 3 cents, i.e., 1-cent coin
2	
- 1	← Return the largest coin less than or equal to 2 cents, i.e., 1-cent coin
1	
- 1	← Return the largest coin less than or equal to 1 cents, i.e., 1-cent coin
0	

# Stamping Envelopes



# Stamping Envelopes

## Exhaustive Searches



```
int howmany(postage p)
{
     $\forall$  denomination  $d$ 
        determine # of stamps required for postage  $p - d$ 
    return (minimum # found + 1)
}
```

# Fibonacci Sequence

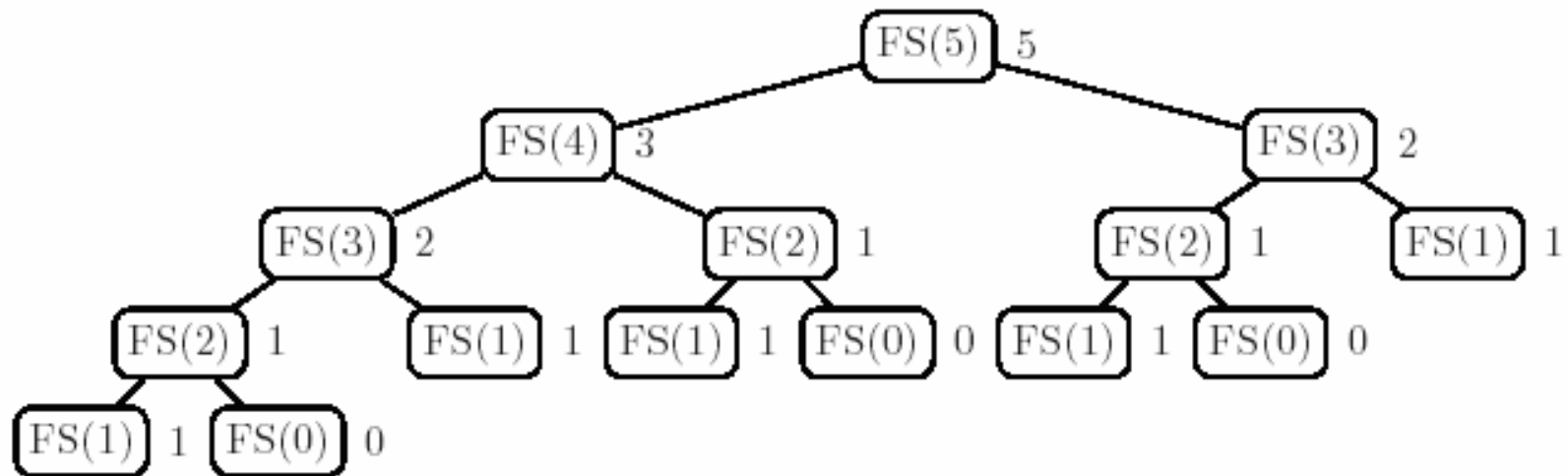
Recursion

$$f(x) = \begin{cases} 0, & \text{if } x = 0 \\ 1, & \text{if } x = 1 \\ f(x-1) + f(x-2), & \text{otherwise} \end{cases}$$

see  
`fs1.c`

# Fibonacci Sequence

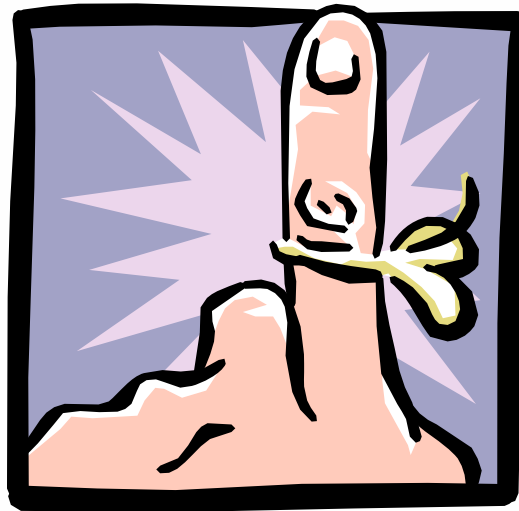
## Instrumentation



see  
**fs2.c**

# Fibonacci Sequence

Dynamic Programming: Memoization



see  
`fs3.c`



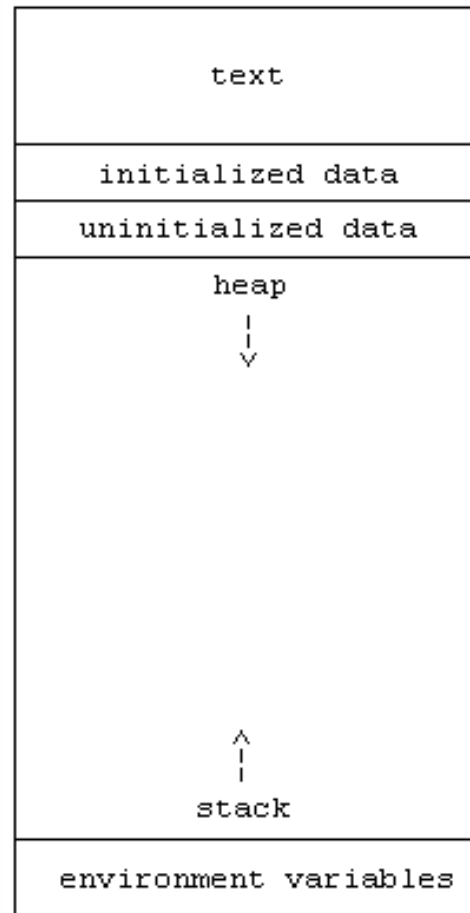
# Grading Software

- :: Correctness
- :: Design
- :: Style

# Designing Software



# Debugging Software



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