(5) BACKTRACKING ALGORITHMS

Subject: Understanding how to design and apply the backtracking method; understanding related concepts (space state tree, worst-case performances)

Testing Methods:
- Given new problem, draw space state tree for an instance and simulate backtracking.
- Write a backtracking procedure for a new problem.

(6) BRANCH-AND-BOUND

Subject: Understanding how to design and apply branch-and-bound method; understand related concepts (space state tree, bounding strategies, etc.)

Testing Methods: (Breadth-first & Best-first)
- Given new problem and bounding strategy, draw space state tree and simulate B&B.
- Apply breadth-first and best-first strategies.
- Suggest bounding strategies.