1. Which of the following is not a type of algorithmic technique?
   (a) Divide and conquer
   (b) Dynamic programming
   (c) Parsimonious palindromics
   (d) Greedy algorithms

2. True/False: Merge Sort is an example of a divide-and-conquer algorithm.

3. True/False: Quicksort is an example of a divide-and-conquer algorithm.

4. True/False: Huffman coding is an example of a greedy algorithm.

5. Wael wanted to use divide-and-conquer to produce a convex hull algorithm. Which of the following is true?
   (a) Wael should presort the points by for example the $x$-coordinate
   (b) The recursive algorithm could return a doubly linked circularly linked list.
   (c) If they can merge two hulls into one hull in linear time, then the overall algorithm would run in $O(n \log n)$ time
   (d) All the above