**CISC320 Algorithms** Your name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_



## Clues

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| **Across** |
| **1.** | A well-specified description of the complete set of instances, solved by an algorithm. |
| **3.** | A type of language that can be used to express algorithms in a loose style. |
| **6.** | A reordering of an existing collection. |
| **9.** | A fixed-sized ordered collection of distinctive items. |
| **10.** | A type of problem where the answer is a yes or no. |
| **11.** | A property of algorithms indicating how much time or memory is needed. |
| **12.** | A single input and its matched output for a problem. |
| **14.** | The best dog. |
| **16.** | A single instance or set of instances for a problem. |
| **17.** | A pair of numbers indicating a range. |
| **19.** | A property of algorithms indicating whether or not they satisfy all instances of a problem. |
| **23.** | A collection with hierarchy and parent-child relationships between elements. |
| **24.** | The specific values or desired characteristics of the values provided in a problem. |
| **25.** | A formal, persuasive explanation of why an algorithm has a certain property. |
| **27.** | An ordered collection of generic items with the same type. |
| **28.** | A proposed solution to a problem. |

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| **Down** |
| **1.** | A type of language that balances expressivity with flexibility. |
| **2.** | A collection with edge relationships between nodes. |
| **4.** | Someone who solves problems. |
| **5.** | An arithmetical value representing a quantity. |
| **7.** | A property of algorithms indicating how easy they are for humans to understand. |
| **8.** | A type of problem where there is a best solution among alternatives. |
| **13.** | A symbol in a language. |
| **15.** | An unordered collection of generic items with the same type. |
| **18.** | A language where algorithms are expressed so formally that a computer can execute them. |
| **20.** | The specific values or desired charactierstics of the values expected from solving a problem. |
| **21.** | An ordered collection of characters. |
| **22.** | A value that is either true or false. |
| **26.** | A type of problem where the output is an element of the input. |

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