ONE STRÖKE DRÅW

1. Select a graph with an even number of odd nodes.
2. Start at any node and draw lines without lifting the pencil.
3. Go back to the starting node.

Conditions:
- At least 1x1x
- At least 2x
- Greater than 2x
- Greater than 1x

GO!

How many corners do you have?

0x
1x
2x
>2x

≥2x
≥1x

GO!

≥2x
≥1x

0x
MERGE SÖRT

1. Först sorteras delen till vänster och delen till höger separat.
2. sedan sorteras delarna tillsammans.
3. Nyckelord: n_x
4. Resultat: en sorterad lista.
BINÄRY SEARCH

1. Start with a list of items.
2. Divide the list in half.
3. Check the middle item to see if it matches the target.
4. If the target is not found, repeat the process on the appropriate half of the list.

idea-instructions.com/binary-search/
v1.0, CC by-nc-sa 4.0
1. Shuffle the cards.
2. Stack the cards.
3. Randomly rearrange the cards.
4. Stack the cards again.
5. Repeat until the cards are sorted.

Note: BOGO SÖRT is a sorting algorithm that works by repeatedly shuffling the cards until they are sorted.
KVICK SÖRT

1. Toss a dice to decide which bar to split into.
2. Draw a vertical line to separate the bars.
3. Double the length of each bar.
4. Repeat steps 1-3.
5. Combine the bars by doubling their length.
6. KVICK SÖRT

idea-instructions.com/quick-sort/v1.1, CC by-nc-sa 4.0