1. Construct a polygon $P$ and a placement of guards such that the guards can see every point on the boundary of $P$ but there is at least one point in the interior that is not visible to the guards.

2. Design an $O(n \log n)$ algorithm for the three dimensional maximal problem for an input set $S = (x_i, y_i, z_i) \ i \leq n$.
   Hint: Use a generalization of line sweep and maintain the information about the 2D maximal layer.

3. Design and implement an $O(n \log n)$ algorithm for computing the area of the union of $n$ isothetic (axis parallel) rectangles.
   Note: The choice of the language is yours.

4. Given a set of $n$ numbers, design a $O(n \log n)$ algorithm for computing the number of inversions.
   Two numbers $x_i, x_j$ are inverted if $i < j$ and $x_i > x_j$.

5. For a given set $S$ of $n$ points let $CH(S)$ be the convex hull of $S$. Consider the line-segment $s_{i,i+1}$ connecting the consecutive boundary points $i$ and $i+1$ and the corresponding half-plane $H_{i,i+1}$ defined by the line $l_{i,i+1}$ containing the remaining points. (A boundary edge is such that the remaining points lie on one side of the line containing this edge).
   Now consider the intersection of all such half-planes $R = \cap_i H_{i,i+1}$. Prove that $R = CH(S)$.
   Hint: Half-planes are convex and intersection of convex sets are convex and show that $CH(S) \subseteq C$.
   Argue that every point in $C$ can be generated by convex linear combination of two points in the $CH(S)$ and therefore $C \subseteq CH(S)$

6. Describe an $O(n)$ time algorithm to compute the intersection of convex polygons $C_1$ and $C_2$ where $n$ is the cumulative number of vertices.

7. Design a binary-search based strategy to find the closest vertex of a convex polygon from a given input line $\ell$.
   Hint: The distances of the vertices from the line increase and subsequently decrease. Also note that if $\ell$ intersects the polygon, then one of the two edges that $\ell$ intersects contain the closest vertex.

8. Prove an $\Omega(n \log h)$ lower bound for the 2D maxima problem where $n$ and $h$ are the input and output sizes respectively.
   Hint: Use a construction similar to the convex hull lower bound.

9. Complete the algorithmic details, including data structures needed to implement the insertion hull algorithm in $O(n \log n)$ steps.

10. Given a set of points $P$ on the plane, design an efficient algorithm to compute the diameter $D(P)$ and width $W(P)$. The diameter of a $P$ is defined as $\max_{x,y \in P} \text{dist}(x,y)$.
    The width is defined as the minimum distance between two parallel lines such that all points are lie in the region between the parallel lines.
    Hint: Prove that the pairs of points that determine the diameter and the width respectively are points on the convex hull. Modify the line sweep to an angular sweep method (also called the rotating callipers method).