



Data Structures and Algorithms

Department of Computer Science

University of Engineering and Technology, Lahore



Mid Term

Fall 2025

Time: 60 Mintus

Name: _____

Roll no: _____

Section: _____

Questions	CLOs	Marks
<p>1. The "Hot Potato" Process Scheduler</p> <p>You are writing a CPU scheduler for an old operating system. The system uses a "Round Robin" technique to manage active programs. Programs sit in a circle. The CPU gives a fixed time slot (quantum) to the current program.</p> <ul style="list-style-type: none">• If the program finishes within the time slot, it is removed from the circle.• If it doesn't finish, the CPU moves to the immediate next program in the circle. <p>Implement this using a Circular Linked List.</p> <ol style="list-style-type: none">1. Create a node Process with ID and ExecutionTime.2. cycle(time_quantum): Iterate through the circular list. For each node, subtract time_quantum from its ExecutionTime. Logic: If ExecutionTime becomes ≤ 0 print "Process [ID] Completed" and delete that node from the list, repairing the links so the circle remains intact.3. Continue cycling until the list is empty.	CLO1, CLO3	10
<p>2. The "Undo/Redo" Text Editor Engine</p> <p>You are building the core logic for a new text editor called "Notepad++ Lite". The most critical feature requested is a robust Undo and Redo system. Every time a user types a word, it is pushed as an action. If they hit "Undo", the action is reverted but saved in case they want to "Redo" it later. However, if the user types something <i>new</i> after an Undo, the Redo history must be cleared (standard editor behavior).</p>	CLO1, CLO3	10

Implement a class **EditorHistory** using **Two Stacks** (UndoStack and RedoStack):

1. **typeWord(word)**: Pushes the word onto the UndoStack and **clears** the RedoStack entirely.
2. **undo()**: Pops the top word from UndoStack and pushes it onto RedoStack.
3. **redo()**: Pops the top word from RedoStack and pushes it back onto UndoStack.

Constraint: You must verify if stacks are empty before popping to avoid crashing the program. The stacks should be implemented manually using arrays with a fixed size of 8.