



**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><b>1. The "Hot Potato" Process Scheduler</b></p> <p>You are writing a CPU scheduler for an old operating system. The system uses a "<b>Round Robin</b>" 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"><li>• If the program finishes within the time slot, it is removed from the circle.</li><li>• If it doesn't finish, the CPU moves to the immediate next program in the circle.</li></ul> <p>Implement this using a <b>Circular Linked List</b>.</p> <ol style="list-style-type: none"><li>1. Create a node <b>Process</b> with <b>ID</b> and <b>ExecutionTime</b>.</li><li>2. <b>cycle(time_quantum)</b>: Iterate through the circular list. For each node, <b>subtract time_quantum</b> from its <b>ExecutionTime</b>.</li></ol> <p>Logic: If ExecutionTime becomes <math>\leq 0</math> print "Process [ID] Completed" and <b>delete</b> that node from the list, repairing the links so the circle remains intact.</p> <ol style="list-style-type: none"><li>3. Continue cycling until the list is empty.</li></ol>	CLO1, CLO3	10
<p><b>2. The "Undo/Redo" Text Editor Engine</b></p> <p>You are building the core logic for a new text editor called "Notepad++ Lite". The most critical feature requested is a robust <b>Undo</b> and <b>Redo</b> 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

<p>Implement a class <b>EditorHistory</b> using <b>Two Stacks</b> (UndoStack and RedoStack):</p> <ol style="list-style-type: none"> <li>1. <b>typeWord(word)</b>: Pushes the word onto the UndoStack and <b>clears</b> the RedoStack entirely.</li> <li>2. <b>undo()</b>: Pops the top word from UndoStack and pushes it onto RedoStack.</li> <li>3. <b>redo()</b>: Pops the top word from RedoStack and pushes it back onto UndoStack.</li> </ol> <p><b>Constraint:</b> 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.</p>		
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