



✕ 判断题 2

A. 单选题 4

📄 程序填空题 1

1-1 To implement a binomial queue, the subtrees of a binomial tree are linked in increasing sizes. (1分)

☒ T ☐ F

🏆 作者  
单位

陈越  
浙江大学

1-1 答案错误 ⓘ (0 分) 创建提问

1-2 To implement a binomial queue, left-child-next-sibling structure is used to represent each binomial tree. (1分)

☒ T ☐ F

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1-2 答案正确 (1 分) 创建提问

2-1 Which of the following binomial trees can represent a binomial queue of size 42? (1分)

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- ☐ A.  $B_0 B_1 B_2 B_3 B_4 B_5$
- ☒ B.  $B_1 B_3 B_5$
- ☐ C.  $B_1 B_5$
- ☐ D.  $B_2 B_4$

2-1 答案正确 (1 分) 🔒 创建提问

2-2 For a binomial queue, \_\_ takes a constant time on average. (1分)

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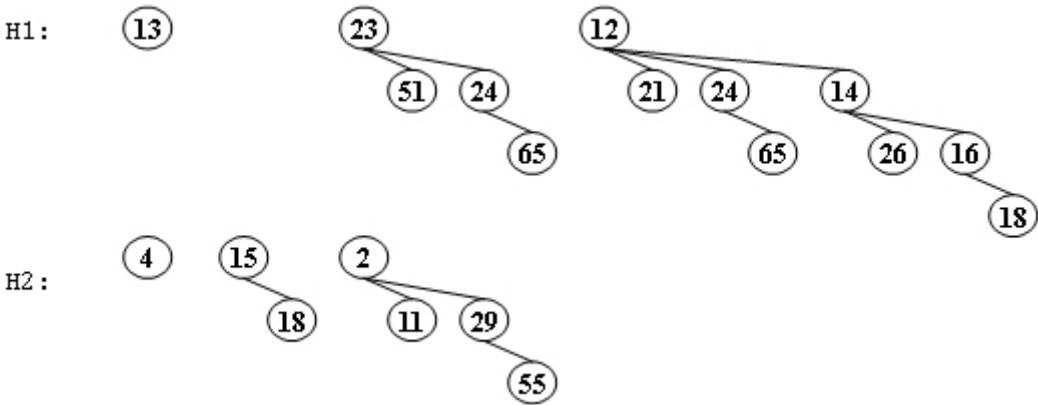
- ☐ A. merging
- ☐ B. find-max
- ☐ C. delete-min
- ☒ D. insertion

2-2 答案正确 (1 分) 🔒 创建提问

2-3 Merge the two binomial queues in the following figure. Which one of the following statements must be FALSE? (1分)

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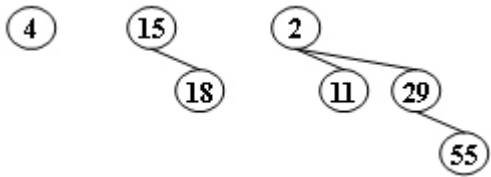
- ☐ A. there are two binomial trees after merging, which are  $B_2$  and  $B_4$
- ☐ B. 13 and 15 are the children of 4
- ☐ C. if 23 is a child of 2, then 12 must be another child of 2
- ☒ D. if 4 is a child of 2, then 23 must be another child of 2

2-3 答案正确 (1 分) 🔒 创建提问

2-4 Delete the minimum number from the given binomial queues in the following figure. Which one of the following statements must be FALSE? (1分)

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- ☐ A. there are two binomial trees after deletion, which are  $B_1$  and  $B_2$
- ☐ B. 11 and 15 can be the children of 4
- ☒ C. 29 can never be the root of any resulting binomial tree
- ☐ D. if 29 is a child of 4, then 15 must be the root of  $B_1$

2-4 答案正确 (1 分) 🔒 创建提问

✕ 判断题 2

A. 单选题 4

📄 程序填空题 1

5-1 The functions `BinQueue_Find` and `Recur_Find` are to find `X` in a binomial queue `H`. Return the node pointer if found, otherwise return NULL.

```
BinTree BinQueue_Find( BinQueue H, ElementType X )
{
    BinTree T, result = NULL;
    int i, j;

    for( i=0, j=1; j<=H->CurrentSize; i++, j*=2) { /* for each tree in H */
        T= H->TheTrees[i];
        if ( X >= T->Element (2分) ){ /* if need to search inside this tree */
            result = Recur_Find(T, X);
            if ( result != NULL ) return result;
        }
    }
    return result;
}

BinTree Recur_Find( BinTree T, ElementType X )
{
    BinTree result = NULL;
    if ( X==T->Element ) return T;
    if ( T->LeftChild!=NULL ){
        result = Recur_Find(T->LeftChild, X);
        if ( result!=NULL ) return result;
    }
    if ( T->NextSibling != NULL (2分) )
        result = Recur_Find(T->NextSibling, X);
    return result;
}
```

5-1 答案正确 (4 分) [创建提问](#)

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时间限制	400 ms
内存限制	64 MB