

1. Select the correct choice. (10 scores)

- (3) For sequential search,
- (A) The best, average, and worst cases are asymptotically the same.
 - (B) The best case is asymptotically better than the average and worst cases.
 - (C) The best and average cases are asymptotically better than the worst case.
 - (D) The best case is asymptotically better than the average case, and the average case is asymptotically better than the worst case.
- (4) We use the parent pointer representation for general trees to solve which problem?
- (A) Shortest paths
 - (B) General tree traversal
 - (C) Equivalence classes
 - (D) Exact-match query
- (5) The most effective way to reduce the time required by a disk-based program is to:
- (A) Improve the basic operations.
 - (B) Minimize the number of disk accesses.
 - (C) Eliminate the recursive calls.
 - (D) Reduce main memory use.
- (9) The most important advantage of a 2-3 tree over a BST is that:
- (A) The 2-3 tree has fewer nodes.
 - (B) The 2-3 tree has a higher branching factor.
 - (C) The 2-3 tree is height balanced.
 - (D) None of all above.
- (10) Which best characterizes the performance of the splay tree?
- (A) All operations require $O(\log n)$ time.
 - (B) m operations require a total of $O(m \log n)$ time for $m > n$.
 - (C) All operations require $O(n)$ time.
 - (D) None of all above.

2. Determine Θ for the following code fragments in the average case. Assume that all variables are of type int. (9 scores)

(1)

```
sum=0;
for (i=0; i<3; i++)
    for (j=0; j<n; j++)
        sum++;
```

(2) Assume array A contains a random permutation of the values from 0 to $n-1$.

```
sum=0;
for (i=0; i<n; i++)
    for (j=0; A[j]!=i; j++)
        sum++;
```

(3)

```
sum=0;
if (EVEN(n))
    for (i=0; i<n; i++)
        sum++;
else
    sum=sum+n;
```

5. Show the max-heap that results from running buildheap on the following values stored in an array: 44, 66, 33, 88, 77, 55, 22. (10 scores)

7. Show the shortest paths generated by running Dijkstra's shortest-paths algorithm on the graph, beginning at Vertex 1. Show the D values as each vertex is processed. (10 scores)

