

- 1) In booth's algorithm if n is the no. of bits of 2 numbers x & y that are being multiplied 0 is initial value of register AC and $Q(n+1)$ respectively
- 2) Which algorithm allows us to multiply 2 signed binary integers in 2's complement - Booth's algorithm
- 3) What is the time complexity of Karatsuba algorithm $O(n^2)$
- 4) Worst case complexity classic sieve algorithm $O(n^2)$
- 5) How do prove two numbers are co-prime $\text{gcd}(a, b) = 1$
- 6) If an optimal solution can be created for a problem by constructing an optimal solution for its subproblem the problem possesses optimal substructure property
- 7) Which of the following is not a stable sorting algorithm in its typical implementation - Quick sort
- 8) What is the meaning of an inplace sorting algorithm
- It needs $O(1)$ / $O(\log n)$ memory to create auxilliary location.
- 9) What is the solution of Josephus problem if n & k are 5 & 2 - 3

10) Consider a situation where swap operation is very costly which of the following sorting algorithm should be preferred so that no. of swap operation are minimized.

- selection sort

11) Which of the following tool is used to generate a API documentation in HTML format from doc comments in the source code - Java doc tools

12) What is the relationship b/w Java HashSet and HashMap

- HashSet internally implements HashMap

```
13) if (M <= 0)           M = 10
    {
        if (M == 0)
        {
            Sop("(");
        }
        else
            Sop("2");
        Sop("3")
    }
```

Ans: 3

14) static void x (int n)
{

if (n > 1)

x (n/2);

System.out.println (n % 2);

}

Q: What does x perform

Ans: x performs conversion of integer to binary

15) int i, j, k = 0;

for (i = n/2; i <= n; ~~j = j * 2~~ⁱ⁺⁺)

{

for (j = 2; j <= n; j = j * 2)

{

k = k + n/2;

}

}

Ans: $O(n \log n)$

16) for (var i = 0; i < n; i++)

i = 2;

Ans: $O(\log n)$

17) Which of the following type casting is accepted in java

a) widening

b) narrowing

c) none of the above

d) both ✓

18) which is the logical operator in Java converts with single operand - NOT (logical not)

19) Kruskal algorithm uses vertex and prims uses edges to find MST.

20)

```
public static void main (String [] args)
{
```

```
    int x = -1;
    Sop (x >>> 29);
    Sop (x >>> 30);
    Sop (x >>> 31);
}
```

21) Which of these is a type of streams in java

- a) integer b) short
c) byte ✓ d) long

22) ASCII occupies first 0 to 127 in unicode character set used for characters in java.

23) What is the range of short datatype - 32768 to 32767

24) Java is a platform independent language

25) What does '\u0021' referred as in Java
unicode escape sequence

26) JDK is used to compile, execute and debug java program.

27) int arr[i][j] =

| | | | | | |
|---|---|---|---|---|---|
| 1 | 1 | 1 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 |
| 1 | 1 | 1 | 0 | 0 | 0 |
| 0 | 0 | 2 | 1 | 1 | 0 |
| 0 | 0 | 0 | 2 | 0 | 0 |
| 0 | 0 | 1 | 2 | 4 | 0 |

Q: Hourglass sum

Ans: 13

28) array arr[] = { 65, 32, 53, 16, 17, 44, 33, 66, 22 }

Ans: 22, 66

29) what is the Kadane's algorithm
(To find the subsequence of an array with the largest sum)

30) Boyer moore's voting algorithm is used to solve which problem
- To find the majority element in an array.

31) What is recurrence for worst case for quick sort algorithm.

Ans: $T(n) = T(n-1) + O(n)$

32) given an integer $a = 64$, find the longest sequence of 1's after flip of bit in a's binary represents

Ans: 2

33) X is a binary no. of 8 bits, write the code to swap the 2 nibbles of integer x

Ans: $x \& 0x0F \ll 4 \mid$

34) According to Euclid algorithm we keep on subtracting the smaller no. from larger no. repeatedly to obtain HCF.

35) In karatsuba multiplication of 12345×6789 only one of the below choice represents the sub-problem of the solution.

Ans: 12×6

36) Which of the following is not a valid flow control statement in java

- 1) exit ✓ 2) break 3) continue 4) return

37)

Topics

- 1) Euler's totient's function
- 2) Strobogrammatic number
- 3) Sieve algorithm
- 4) Manacher's algorithm
- 5) ~~Josephus~~ Josephus algorithm
- 6)