Name: Sol	utions Se	eat no		Perm	no. :				
	your left:			_ Stud	ent to you	r right			
Part 1									
Q1 [5pts]									
iO(1)_	O(N) ii	O(logN)	iii.	0	(1)	_ iv	O(logN)) v.	
Q2 [5pts]									
iA_	ii.	C	iii	C_	iv.	B	v	B	
Q3 [20 pt	es]								
i	Yes	ii	_Yes	iii	Yes	iv.	No_	v	_D
vi	F	vii	i	_G	V Ì	iii	_A		
ix. a. D B	G E H A C	I F							
b. A B I	D E G H C I	FI							
х.			OR		-				
	/ \ B F				/ B				
	\ /					\ \			
D	E I					E F			
	'\ - H				/ C	/ · •			
G	п				C	i I			
Q4 i.									
5	20	15	25	50	40	30	4	55	80
0	1	2	3	4	5	1	6	7	8
ii. a	50	b	(50 or	25)	c(20, 5)	_d	(15, 3	0)
iii.								<u>-</u>	
15	20	30	25	5	50	40	80		55
0	1	2	3		4	5		6	7

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Q5 [10 pts] i. (3 pts) atr	uebtrue	ecfalse			
ii. (3 pts)						
<pre>st.push } else if(i st.pop(} else if(i return }</pre>); .nput[i] == ')	<pre>' && !st.empty(){ ' && st.empty(){ e acceptable</pre>				
iii. (2 pts)	O(N)	iv. (2]	pts) C, D			
Q6 i. (3pts)						
Variable/ expression in foo()	Instance of stack? (Yes/No)	Where is it located in memory? (Heap/Stack)	Is the deconstructor of stack invoked on this object when foo() returns? (Yes/No)			
a	Yes	Stack	yes			
р	No	Stack	no			
*p	Yes	Неар	no			
ii (3 pts)						
30 20 10 30 20 10						
iii. (2 pts)	B	iv (2pts)	AB			
Q7 [5 pts] i	O(1)	ii	_N(N-1)/2 OR 1 +2 + 3+ (N-1)			
iiiO	(N^2)	iv	Stays the same			

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Q8 [5 pts]
Input: unsorted array a[N]
Insert all the elements of the array in a minHeap or a balanced BST
// O(N log N)
for 1:N
   a[i] = min element of Heap or BST 0(1) for heap, O(logN) for BST
   Delete min element of heap or BST O(logN) for heap, O(logN) for BST
Overall O(NlogN) better than O(N^2)
//Other solutions are acceptable
Part 2 Q1 [10 pts]
bool BST::search(const int value) const{
       return searchHelper(root, value);
}
bool BST::searchHelper(Node* n , const int value) const{
      if(!n)
                 //Do a null check
             return false;
      if(n->data == value) // Check for match
             return true;
      else if(value < n->data)
             return searchHelper(n->left, value);
      else
             return searchHelper(n->right, value);
}
   1. Run solution on empty tree
   2. Run the solution on some small examples
```

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Part 2 Q2 [15 pts]
void BST::deleteTreeRecursively(Node* n) {
      if(!n) return;
      deleteTreeRecursively(n->left);
      deleteTreeRecursively(n->right);
      delete n;
}
OR
Node* BST::successor(Node* n) const {
     if(!n) return 0;
     //Case 1: node has a right child
     if(n->right){
         n=n->right;
         while(n->left!= 0) {
              n=n->left;
         }
         return n;
     //Case 2: // node has no right child
     while(n->parent && n->parent->data < n->data)
           n = n-parent;
     return n;
}
```