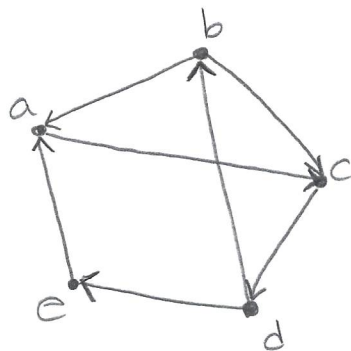


1. a)



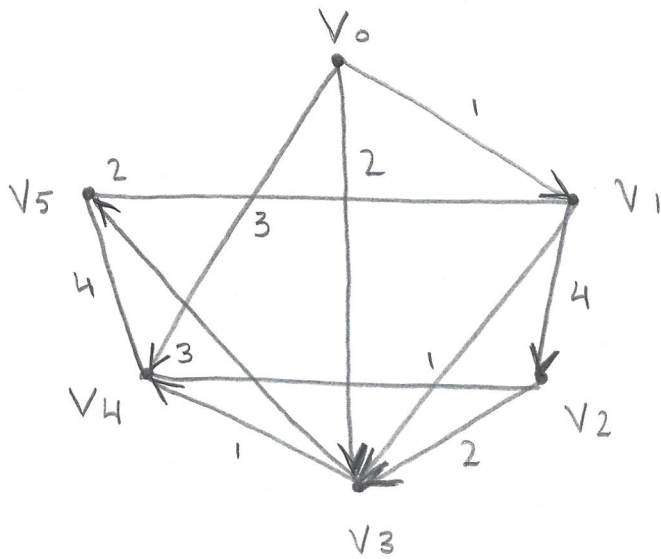
b) Trees do not have loops.

c) Hashing is good when aiming for constant time find, insert and delete on average under reasonable assumptions.

d)

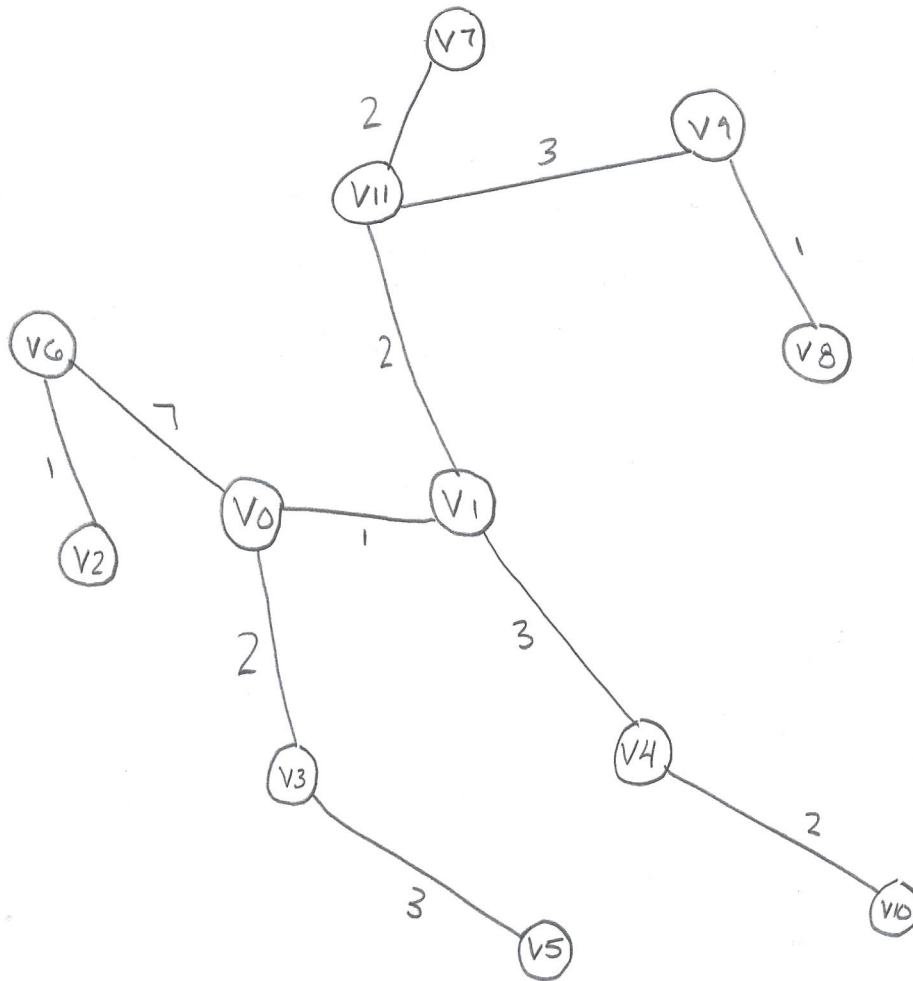
Col 1	Col 3	Col 5
B	D	X Y
C	E	Y Z

2.  
a)



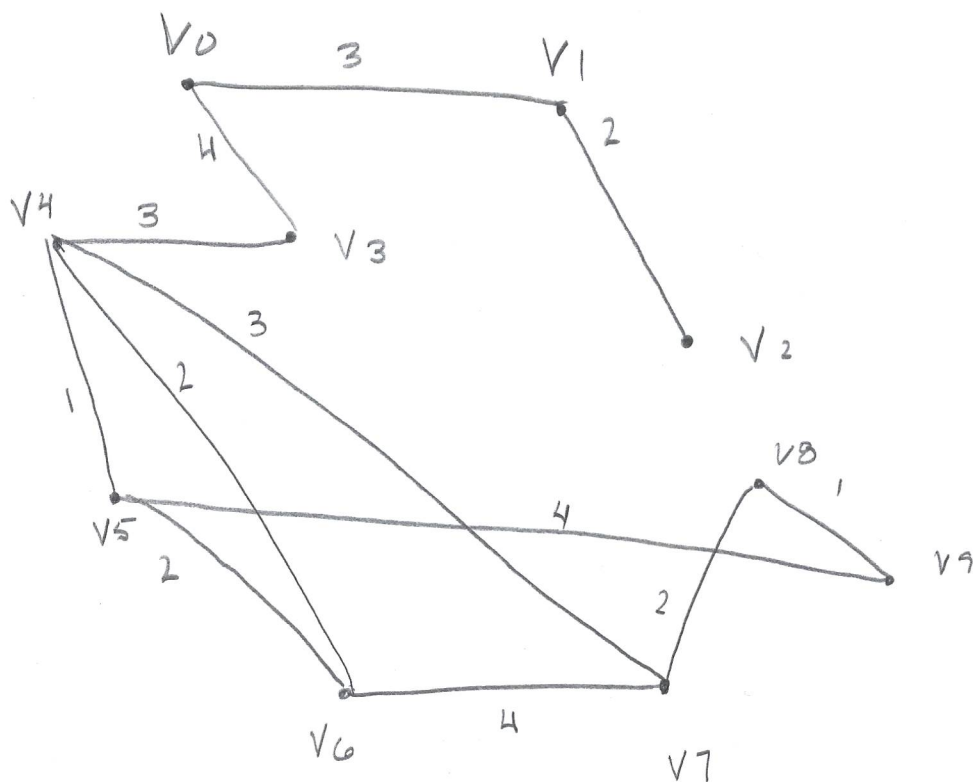
b)  $V_0$     $V_1$     $V_2$     $V_3$     $V_4$     $V_5$

3. • Sort all the edges in ascending order by weight.
- Count all the vertices — 11
  - grow the tree adding edges until number of edges is 11. If it makes a cycle, ignore that edge.



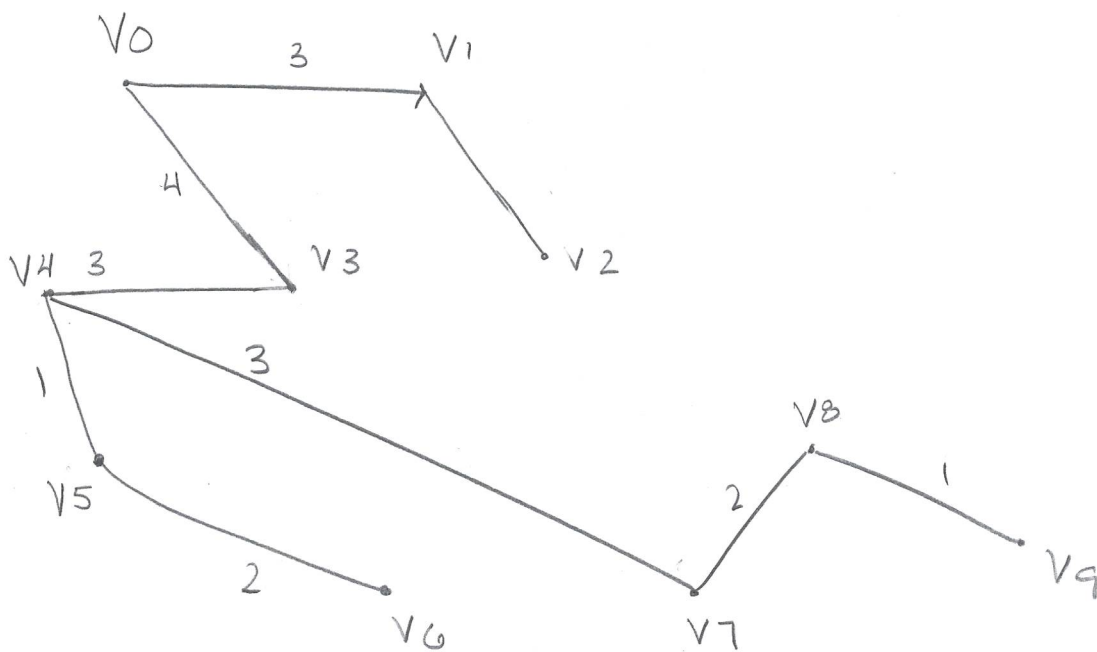
Final Cost: 27

4.



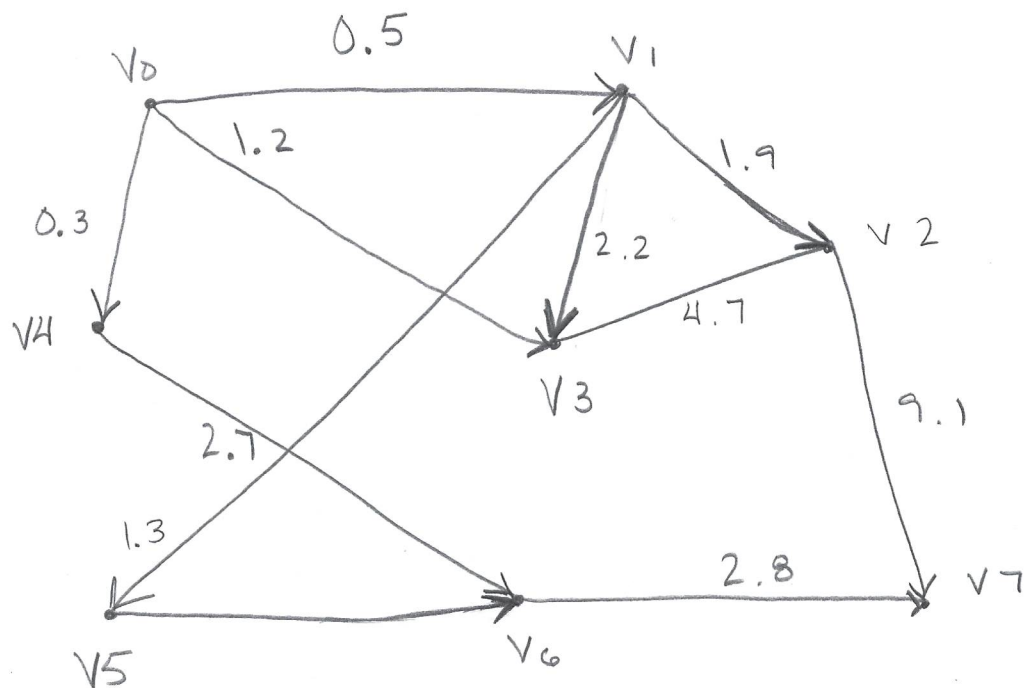
MST

$V_0$  is the source



Final cost: 21

5.



$v_0$	$v_1$	$v_2$	$v_3$	$v_4$	$v_5$	$v_6$	$v_7$
0	0.5	2.4	1.2	0.3	1.8	3.0	5.8

Shortest paths from  $v_0$  to all other vertices.

$$v_0 \rightarrow v_1$$

$$v_0 \rightarrow v_1 \quad 0.5 = 0.5$$

$$v_0 \rightarrow v_2$$

$$v_0 \rightarrow v_2 \quad 0.5 + 1.9 = 2.4$$

$$v_0 \rightarrow v_3$$

$$v_0 \rightarrow v_3 \quad 1.2$$

$$v_0 \rightarrow v_4$$

$$v_0 \rightarrow v_4 \quad 0.3$$

$$v_0 \rightarrow v_5$$

$$v_0 \rightarrow v_1 \rightarrow v_5 \quad 0.5 + 1.3 = 1.8$$

$$v_0 \rightarrow v_6$$

$$v_0 \rightarrow v_4 \rightarrow v_6 \quad 0.3 + 2.7 = 3.0$$

$$v_0 \rightarrow v_7$$

$$v_0 \rightarrow v_4 \rightarrow v_6 \rightarrow v_7 \quad 0.3 + 2.7 + 2.8 = 5.8$$