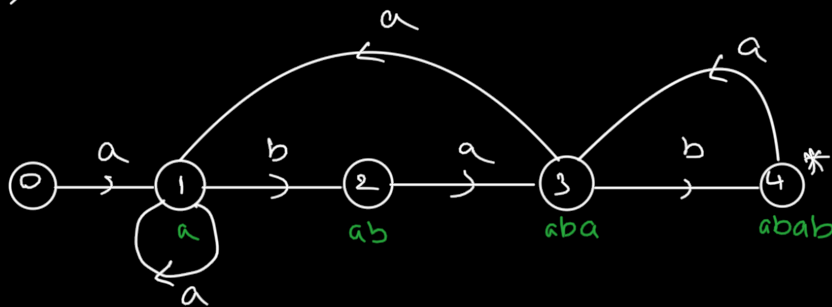


Q.1) i)

900800600300900  
 ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓  
 088006003009000

spurious hits - 8  
 valid hits - 5

2)  $P = abab$



assumption - transitions not drawn leads back to state 0

3) a)  $T = 100010001$   
 $P = 000$

19 comparisons

- b)
1.  $\rightarrow a$
  2.  $\rightarrow b$
  3.  $\rightarrow n - m + 1$
  4.  $\rightarrow n - m$

best case is when only 1 comparison is done in each iteration

$$T = a + b + (n - m + 1) + (n - m)$$

$$\therefore O((n - m + 1))$$

4) X

Q2) 1) a)  $\text{pow}(x, n) = x * \text{pow}(x, n-1)$

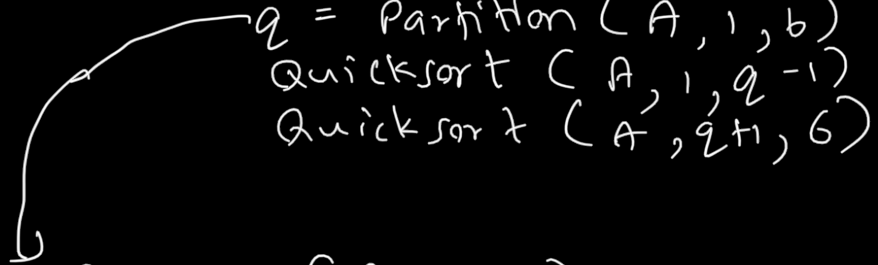
b)  $\text{Pow}(x, n)$   
 if  $n = 0$  : return 1  
 else: return  $(x * \text{pow}(x, n-1))$

c)  $T(n) = T(n-1) + K$

2)  $\text{sum} = 0$  — 1  
 for  $i = n$  down to 0  $\left\{ \begin{array}{l} n+2 \text{ assignments} \\ n+2 \text{ comparisons} \\ n+1 \text{ calculations} \end{array} \right.$   
 $\text{sum} = \text{sum} + 1$   $\left\{ \begin{array}{l} n+1 \text{ calculations} \\ n+1 \text{ assignments} \end{array} \right.$

$$\begin{aligned} \text{steps} &= 1 + n+2 + n+2 + n+1 + n+1 + n+1 \\ &= \underline{\underline{5n + 8}} \end{aligned}$$

3)  $\text{QuickSort}(A, 1, 6)$   
 if  $1 < 6$   
 $q = \text{Partition}(A, 1, 6)$   
 $\text{QuickSort}(A, 1, q-1)$   
 $\text{QuickSort}(A, q+1, 6)$



$\text{Partition}(A, 1, 6)$

$x = 8$

$i = 0$

for  $j = 1$  to 5

if  $28 \leq 8$

X

:

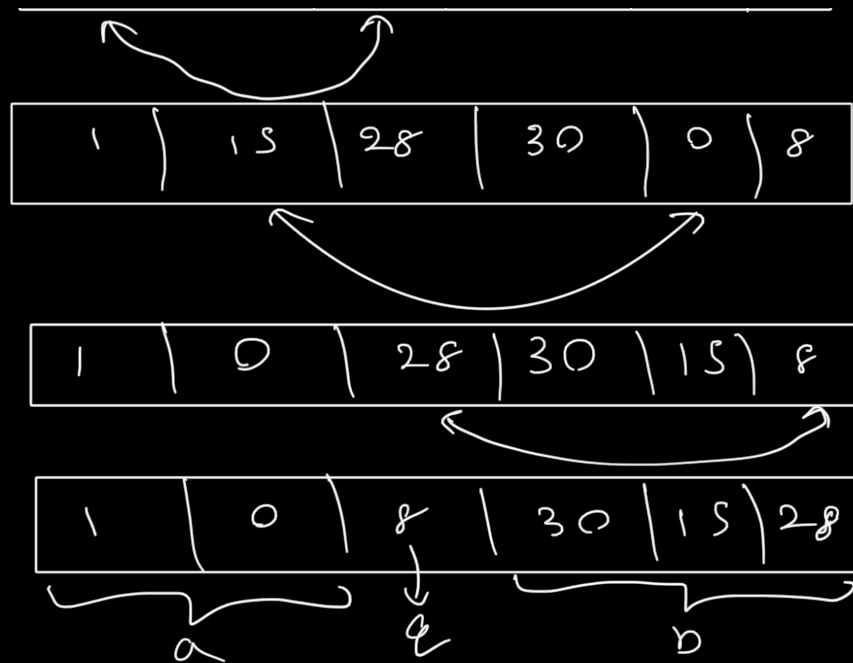
X

exchange  $A[3] \leftrightarrow A[6]$

return 3

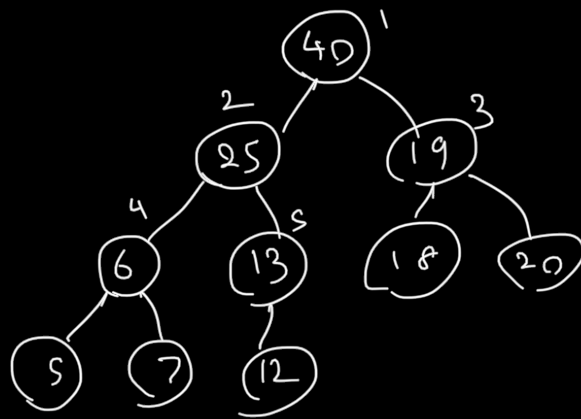
$$\therefore q = 3$$

28	15	1	30	0	8
----	----	---	----	---	---



similarly we can quicksort partition a and b  
 result is  $0 \mid 1 \mid 8 \mid 15 \mid 28 \mid 30$

4) 40, 25, 19, 6, 13, 18, 20, 5, 7, 12



to be a max heap, all children nodes should be less than their parent. since the 3rd node breaks the rule, this is not a max heap.

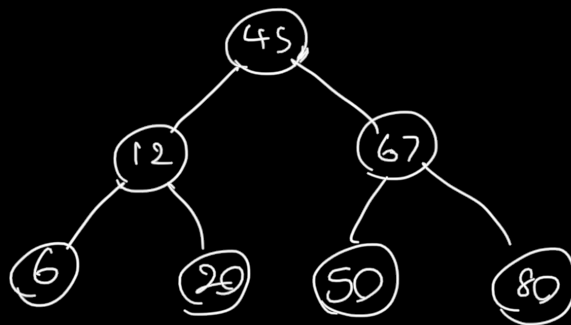
Q3) 1)  $temp = A.first$   
 $A.first = temp.next$   
 $A.last.next = temp$   
 $A.last = temp$   
 $temp.next = null$

Assumption: Link list class has attributes  
 "first", "last" and list item  
 class has "next" attribute

```

2) deleteLast() {
    if (!isEmpty()) {
        current = first
        prev = first
        while (current.next != null) {
            prev = current
            current = current.next
        }
        prev.next = null
    }
}
  
```

3) i)



ii) a full binary tree

iii)  $\lfloor \log_2(7) \rfloor \rightarrow \text{height} = 2$

iv)  $\text{height} = \log_2 N$

in the worst case scenario the result will be  
 at the bottom most height level

$$T(N) = a + b \log_2 N$$

$$\therefore O(\log_2 N)$$

v) in the worst case scenario, result will be

- at the end of the link list

$$T(N) = a + bN$$

$$\therefore O(N)$$

vi) for large numbers,

$$\log_2 N < N$$

$\therefore$  linked list takes more time to do a search

(Q4) i)

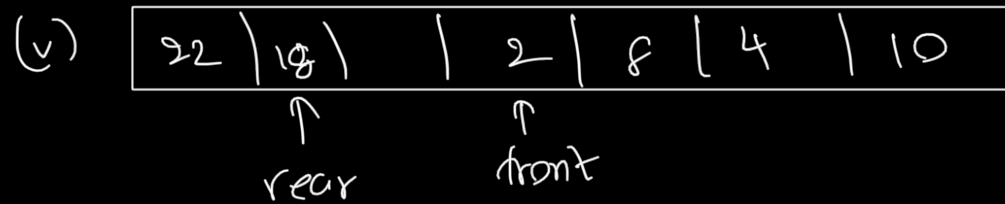
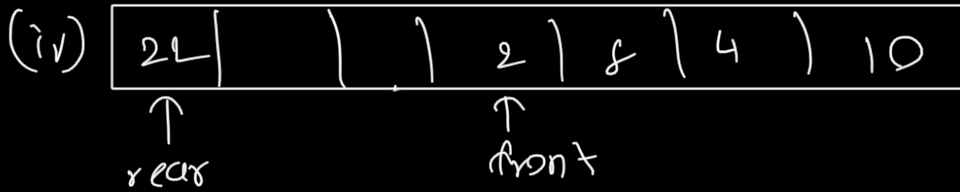
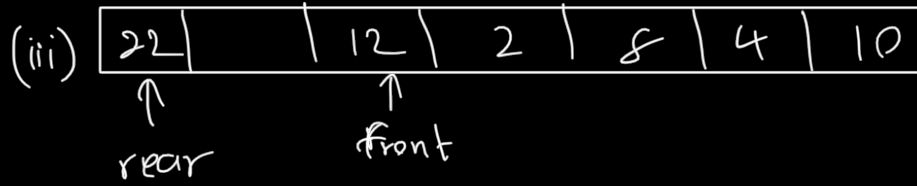
	stack	queue
similarity -	allow access to one element at a time	
difference -	last in first out concept	first in first out concept

```
2) public void deleteMiddle(S) {  
    int middle = Math.ceil(stack.size / 2);  
    Stack S1 = new Stack(middle);  
    for (i = 0; i < middle; i++) {  
        S1.push(S.pop());  
    }  
  
    S1.pop(); // pop the middle element  
  
    for (i = 0; i < middle - 1; i++) {  
        S.push(S1.pop());  
    }  
}
```

3) i) 

		12	2	8	4	10
		↑ ↑				↑

(ii)  $\swarrow$  front  $\searrow$  rear  
 peekFront



4)

```

public double calcMean(Q) {
    double total = 0, current = 0;
    for (i = 0; i < q.nItems; i++) {
        current = q.remove();
        total += current;
        q.insert(current);
        // assumption - queue is large enough to reinsert
        // the values
    }
    return (total / q.nItems);
}
  
```