



# Sardar Patel Institute of Technology

Bhavan's Campus, Munshi Nagar, Andheri (West), Mumbai-400058-India  
(Autonomous College Affiliated to University of Mumbai)

## Reexamination Synoptic

Jan 2020

Max. Marks: 60

Class: S.E.

Course Code: IT41 / CE41

Name of the Course: Design And Analysis of Algorithm

Duration: 3 Hrs

Semester: IV

Branch: IT/COMP

### Instructions:

- (1) All Questions are Compulsory
- (2) Draw neat diagrams
- (3) Assume suitable data if necessary.

Question No.	Question	Max. Marks	CO-BL-PI																																																																								
Q. 1 a)	Define Big O, Big $\Omega$ and explain with diagram. Synoptic: For each definition with diagram....2.5 Mark	5	1-1-2.1.3																																																																								
Q. 1 b)	Solve the given recurrence using Master Method Theorem: i) $T(n) = 4T(n/2) + n^2$ ans $\rightarrow T(n) = \Theta(n^2 \log n)$ ii) $T(n) = 3T(n/3) + n/2$ ans $\rightarrow T(n) = \Theta(n \log n)$  Synoptic: For each problem ...2.5 Marks	5	1-3-2.1.2																																																																								
Q. 1 c)	Write an algorithm for Binary Search. Explain with example. Comment on its time complexity. Synoptic: algorithm...2 marks , Example : 2 Marks Time Complexity ..1 mark	5	2-2-2.1.3																																																																								
Q. 2 a)	Solve the following 0/1 knapsack problem with dynamic Programming There are 5 Objects O1 ,O2 , O3 , O4 , O5. Their corresponding details are given below. Weights : 2 , 3 , 3 , 4 , 6 Kg Values/profit : 1 , 2 , 5 , 9 , 4 Rs. Knapsack Capacity (M) = 10 Kgs. Calculate Maximum profit and Show which objects will be selected Ans: <table><tr><th></th><th>0</th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th></tr><tr><td>2(1)</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td></tr><tr><td>3(2)</td><td>0</td><td>0</td><td>1</td><td>2</td><td>2</td><td>3</td><td>3</td><td>3</td><td>3</td><td>3</td><td>3</td></tr><tr><td>3(5)</td><td>0</td><td>0</td><td>1</td><td>5</td><td>5</td><td>6</td><td>7</td><td>7</td><td>8</td><td>8</td><td>8</td></tr><tr><td>4(9)</td><td>0</td><td>0</td><td>1</td><td>5</td><td>9</td><td>9</td><td>10</td><td>14</td><td>14</td><td>15</td><td>16</td></tr><tr><td>6(4)</td><td>0</td><td>0</td><td>1</td><td>5</td><td>9</td><td>9</td><td>10</td><td>14</td><td>14</td><td>15</td><td>16</td></tr></table> Synoptic: For Calculation of profit : 5 Marks , For finding the Objects: 3 Marks		0	1	2	3	4	5	6	7	8	9	10	2(1)	0	0	1	1	1	1	1	1	1	1	1	3(2)	0	0	1	2	2	3	3	3	3	3	3	3(5)	0	0	1	5	5	6	7	7	8	8	8	4(9)	0	0	1	5	9	9	10	14	14	15	16	6(4)	0	0	1	5	9	9	10	14	14	15	16	8	3-3-2.2.3
	0	1	2	3	4	5	6	7	8	9	10																																																																
2(1)	0	0	1	1	1	1	1	1	1	1	1																																																																
3(2)	0	0	1	2	2	3	3	3	3	3	3																																																																
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Q2. b)	Consider the following set of frequencies. A=1, B=2, C=3, D=4, E=5, F=6, G=7 Find the Huffman code for the same. <b>Synoptic: For each letter correct coding : 1 Marks</b>	7	4-3-1.1.2										
Q.3 a)	State algorithm for finding Longest common Subsequence. (LCS). Find Longest common subsequence for following problem Str1 = ABBCDEB    Str2 = BAABCEB <b>Synoptic: For Algorithm of LCS: 3 marks , For Correct table and Constructing the final answer 7 Marks</b>	10	3-3-2.2.3										
Q.3 b)	Explain Backtracking approach in general . Write algorithm for the N queen problem. Apply it to solve 4 queen problem. <b>Synoptic: backtracking approach: 2 mark , N queen problem: 2 Mark , applying it for 4 queen Problem: 1 Mark</b> <b>OR</b> Explain Branch and Bound strategy in general. <b>Synoptic: For explaining Branch and Bound strategy: 5 Marks</b>	5	5-3-2.2.3										
Q4 a)	List the different String Matching Algorithms. And explain naïve string matching algorithm along with example. Comment on time complexity. <b>Synoptic: For Listing algorithms of string matching: 2 Marks, Naive string Matching example: 4 Marks Time complexity: 2 Marks</b> <b>OR</b> Write an algorithm of String matching with Finite Automata. Give one example of it. <b>Synoptic: For algorithm: 4 Marks , For example : 4 Marks</b>	8	1-3-2.2.4										
Q.4b)	Solve the following linear programming using Simplex algorithm. Maximise $Z = 4x + y$ . subject to the constraints $x + y \leq 50$ , $3x + y \leq 90$ , $x \geq 0$ , $y \geq 0$ <b>Synoptic: Correctly solving the problem: 7 Marks</b> <table border="1"><thead><tr><th>Corner Point</th><th>Corresponding value of Z</th></tr></thead><tbody><tr><td>(0, 0)</td><td>0</td></tr><tr><td>(30, 0)</td><td>120 ←</td></tr><tr><td>(20, 30)</td><td>110</td></tr><tr><td>(0, 50)</td><td>50</td></tr></tbody></table> <div>Maximum</div>	Corner Point	Corresponding value of Z	(0, 0)	0	(30, 0)	120 ←	(20, 30)	110	(0, 50)	50	7	6-3-2.2.3
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