



COMP122/22-T01 Data Structures and Algorithms

Test 1: Linear Structures

2022-02-23

Due Date — In Class

Class Code

Student No.

DO NOT WRITE YOUR NAME

This is a CLOSED BOOK test, 80 minutes, 100 full marks.

I Iterators and Generators

1. Suppose s is an iterable. Write a generator function $take_alt(s)$ to yield the alternate elements of s , starting from the second element. For examples, the alternate elements of 'A', 'B', 'C', 'D', 'E', 'F' are 'B', 'D', 'F', and the alternate elements of 2, 3, 5, 7, 11, 13, 17 are 3, 7, 13.

```
def take_alt(s):
```

```
    c = False
```

```
    for x in s:
```

```
        if c:
```

```
            yield x
```

```
        c = not c
```

① setup flag

② loop

① check flag

② yield

② toggle flag

(1)

8

2. Suppose s and t are two iterables. Write a generator function $chain(s, t)$ to yield all the elements of s , followed by all the elements of t . For examples, the $chain$ of 1, 2, 3, 4 and 10, 20, 30 are 1, 2, 3, 4, 10, 20, 30.

```
def chain(s, t):
```

```
    yield from s
```

```
    yield from t
```

②

②

(2)

4

3. Write an expression to produce a list of the alternate elements of iterable s starting from the first element, by using the $take_alt$ and $chain$ above. For example, if s is 1, 2, 3, 4, 5, the list should be [1, 3, 5].

```
list(take_alt(chain([0], s)))
```

①

①

①

①

①

(3)

5

4. Generator function g is defined below.

```
def g():
```

```
    for x in range(100):
```

```
        if x % 3 == 0 and x % 5 != 0:
```

```
            yield x*x
```

Write a generator expression equivalent to $g()$.

```
(x*x for x in range(100) if x%3 == 0 and x%5 != 0)
```

②

②

②

(4)

6

II Singly Linked Lists

The *Node* class of a singly linked list is defined below.

```
class Node:
    def __init__(self, elm, nxt):
        self.elm, self.nxt = elm, nxt
```

Each node has two attributes, where *elm* stores the element and *nxt* points to the next node. A linked list is terminated with **None**. Suppose *h* points to the head node of such a linked list.

5. Write a function *max_node(h)* to return the node containing the maximum element in linked list *h*. If *h* is empty, the function should return **None**.

```
def max_node(h):
```

```
    if h is None:
        return None
    m = h
    p = h.nxt
    while p is not None:
        if p.elm > m.elm:
            m = p
        p = p.nxt
    return m
```

② check for empty list and return
① assume first node
① start from second node
② while-loop and condition
① check for greater
① change to greater
② move to the next node
① return

⁽⁵⁾ . 11

6. Suppose linked list *h* has *n* nodes, what is the time complexity of function *max_node(h)*?

$\mathcal{O}(n)$ ⁽⁶⁾ .

3

7. Let *n* be an integer. Write a function *cons(n)* to construct a linked list consisting of

$1, 2, \dots, n-1, n, n-1, \dots, 2, 1.$

For example, *cons*(5) constructs a linked list $1 \rightarrow 2 \rightarrow 3 \rightarrow 4 \rightarrow 5 \rightarrow 4 \rightarrow 3 \rightarrow 2 \rightarrow 1$. The function returns the head node of the constructed linked list. If $n \leq 0$, the function should return **None**.

```
def cons(n):
```

```
    h = None
    for i in range(n-1):
        h = Node(i+1, h)
    for i in range(n):
        h = Node(n-i, h)
    return h
```

① init
① second half loop range
③ push
① first half loop range
③ push
① return

⁽⁷⁾ . 10

8. What is the time complexity of function *cons(n)*, in terms of *n*?

$\mathcal{O}(n)$ ⁽⁸⁾ .

3

9. Suppose linked list h has n nodes. Write a function $ins(h, i, x)$ to insert a new node with element x at index i , and return the head node of the updated linked list. Assume $0 \leq i \leq n$. For example, if h is $3 \rightarrow 4 \rightarrow 5$, $ins(h, 2, 100)$ updates the linked list to $3 \rightarrow 4 \rightarrow 100 \rightarrow 5$.

```
def ins(h, i, x):
```

```

    p = h                ① init current pointer
    q = None              ① init previous pointer
    for j in range(i):    ① for loop
        q = p            ① advance previous pointer
        p = p.next       ① advance current pointer
    if q is None:         ① check head node case
        return Node(x, p) ② push to head and return
    else:
        q.next = Node(x, p) ① push to the middle
        return h          ① return old head

```

(9) . 10

10. For a linked list h , write a function $del_eq(h, x)$ to delete the first node with element equal to x from h , and return the head node of the updated linked list. If x is not in h , the function changes nothing. For example, if h is 'Ada' \rightarrow 'Bob' \rightarrow 'Tom' \rightarrow 'Joe' \rightarrow 'Tom', $del_eq(h, 'Tom')$ updates the linked list to 'Ada' \rightarrow 'Bob' \rightarrow 'Joe' \rightarrow 'Tom'. You have three cases to handle, (1) x is in the head node, (2) x is in a middle node, and (3) x is not found.

```
def del_eq(h, x):
```

```

    p = h                ① init current pointer
    q = None              ① init previous pointer
    while p is not None and p.elm != x: ② while loop, 2 conditions
        q = p            ① advance previous pointer
        p = p.next       ① advance current pointer
    if p is None:         ① check element not found
        return h          ① return old head
    elif q is None:       ① check head node case
        return p.next     ① return second node
    else:
        q.next = p.next   ① skip deleted node
        return h          ① return old head

```

(10) . 12

III Stacks and Queues

A LIFO stack is defined by the *Stack* class including the methods:

$push(self, x)$, $pop(self)$, $top(self)$ and $__bool__(self)$.

A FIFO queue is defined by the *Queue* class including the methods:

$push_back(self, x)$, $pop(self)$, $top(self)$ and $__bool__(self)$.

11. Write a function *reverse(s, q)* to reverse the elements in *Stack s* with the help of an initially empty *Queue q*. You must *not* create any other structures.

```
def reverse(s, q):
```

```
    while s:                ① while-loop and condition
        q.push_back(s.pop()) ② pop and push_back
    while q:                ① while-loop and condition
        s.push(q.pop())      ② pop and push
```

(11) ⑥

12. For a *non-empty Stack s*, write a function *pop_min(s, t)* to return and remove the minimum element from *s*, with the help of another *Stack t*. The remaining elements must be still stored in *s* *without* the need to keep the original order. Since *t* is possibly not empty initially, you need to count the number of elements transferred from *s* to *t*, to move them back. You must *not* create any other structures.

```
def pop_min(s, t):
```

```
    m = s.pop()              ① assume top min
    n = 0                    ① reset counter
    while s:                 ① while-loop
        x = s.pop()          ① pop for comparison
        if x < m:             ① new min found
            t.push(m)         ① push old min
            m = x             ① change to new min
        else:
            t.push(x)         ① push not-a-min
    n += 1                   ① increase counter
    for i in range(n):       ① loop to move elements back
        s.push(t.pop())      ① move
    return m                 ① return
```

(12) ⑫

13. With the *pop_min* function we can sort the elements in a *Stack s*, by repeatedly popping minimum elements from *s*. Write a function *sort(s, t)* to arrange the elements in *s* such that they are in increasing order from top to bottom, with the help of another initially empty *Stack t*. When you push all the min elements to *t*, you have a stack of decreasingly arranged elements, so that you can transfer them back to *s* to accomplish the sorting. You must *not* create any other structures.

```
def sort(s, t):
```

```
    while s:                 ① while-loop to select min
        t.push(pop_min(s, t)) ④ push min to t, others back to s
    while t:                 ① while-loop to move and reverse elements back
        s.push(t.pop())      ① move
```

(13) ⑦

14. Suppose *s* has *n* elements. What is the time complexity of function *sort(s, t)*?

$\mathcal{O}(n^2)$ (14)

③

