

## Workshop Review

Please do **not** distribute with others outside the workshop!

### 1. What's the output?

```
bool isPrime(int num)
{
    if (num <= 1)
        return false;

    for (int i = 2; i < num; i++)
    {
        if (num % i == 0)
            return false;
    }

    return true;
}

int main()
{
    queue<int> q;
    vector<int> v = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};

    for (int i = 0; i < v.size(); i++)
    {
        if (isPrime(v[i] + 2))
            q.push(v[i]);
    }

    while (!q.empty())
    {
        cout << q.front() << " ";
        q.pop();
    }

    return 0;
}
```

2. What's the output?

```
int main()
{
    queue<int> q;
    q.push(1);
    q.push(2);
    q.push(3);
    q.push(4);
    q.push(5);

    stack<int> s;

    while (!q.empty())
    {
        s.push(q.front());
        q.pop();
    }

    while (!s.empty())
    {
        q.push(s.top());
        s.pop();
    }

    while (!q.empty())
    {
        cout << q.front() << " ";
        q.pop();
    }

    return 0;
}
```

3. Given `vector< vector<int> > numberLists`, write a function that returns the sum of all the numbers in `numberLists`. Note that this is a vector of vectors.

***Make sure to test your program. Create a vector of vectors and pass it to your function. For example:***

***Input: < <1,2,3>, <5,5,5>, <2, 0, 1> >***

***Output: 24***

4. Go to Teams general -> files -> week 7 and do the problem we did a while back named “find kth smallest distance”. If you don’t know how to use `std::pair` (though I’d recommend you learn it), you can make a struct to represent a coordinate and then make a vector of that struct to hold all of the coordinates. Please import `queue` and use the built-in `priority_queue` to solve this as I stated when we originally assigned this problem.

*Make sure to test your program by creating a vector or array of coordinates. For example:*

**Input:** `<<4,6>, <2,3>, <1,1>, <1,2>>` with  $k = 3$

**Output:** `<2,3>` because the coordinate `<2,3>` is the 3<sup>rd</sup> smallest distance from the origin.

5. Given a vector `< vector<int> > sortedLists`, which holds  $k$  sorted lists, write a function to merge the  $k$  sorted list into one single list. Return the final list as a vector. Don’t overthink this problem, it’s like the problem we did in the beginning of workshop “merge two sorted linked list”, but I’ve made it easier by using vectors. Hint: Use a priority queue.

*Make sure to test your program by creating a vector of vectors, where each of the vectors inside is sorted. For example:*

**Input:** `< <5,6,7>, <20,21,22>, <1, 2, 3>, <7, 8, 9> >`

**Output:** `<1, 2, 3, 5, 6, 7, 7, 8, 9, 20, 21, 22>`

6. Write a `HashTable` class that implements hashing using a method of your choice. For example, linear probing, quadratic, etc.

I should be able to do something like the following:

```
vector<int> numbers = {1,2,3,4,5,6,7}
```

```
int tableSize = 8;
```

```
HashTable ht(tableSize);
```

```
for (auto num: numbers)
```

```
{
```

```
    ht.insert(num) // insert should handle collisions
```

```
}
```

```
bool found = ht.find(5); // find returns true if found false otherwise.
```

7. What’s the average and worst look up time in a hash table, and when do these occur?

8. Explain linear probing, quadratic, double, and chaining. How do each of these work and what are the advantages / disadvantages?
9. What's the average and worst time complexity for searching in a binary search tree, and when do these time complexities occur?
10. Describe how each of the following tree traversals work:

Pre order  
In order  
Post order  
Level order

***Also write the code for each of these***

11. What happens if we do an in order traversal on a binary search tree?

**Create a binary search tree and trace this out using the “finger method” short cut I showed y'all.**

12. How does inserting into a binary search tree work?

***Also write the code for this***

13. How does deleting from a binary search tree work?

**Hint: there are three cases. Start by describing those 3.**