

Walchand College of Engineering, Sangli  
Computer Science & Engineering  
Third Year  
Course: Computer Algorithm Lab

## Week 1 Assignment

Part: 1

### Sorting Algorithm

Q) You are given two sorted array, A and B, where A has a large enough buffer at the end to hold B. Write a method to merge B into A in sorted order.

Q) Write a method to sort an array of string so that all the anagrams are next to each other.

Q) Given a sorted array of  $n$  integers that has been rotated an unknown number of times, write code to find an element in the array. You may assume that the array was originally sorted in increasing order.

EXAMPLE

Input: find 5 in {15, 16, 19, 20, 25, 1, 3, 4, 5, 7, 10, 14}

Output: 8 (the index of 5 in the array)

Q) Imagine you have a 20GB file with one string per line. Explain how you would sort the file.

Q) Given a sorted array of string which is interspersed with empty string, write a method to find the location of a given string.

EXAMPLE

Input: find "ball" in {"at", "", "", "ball", "", "", "car", "", "", "dad", "", ""}

Output: 4

Q) Given an  $M \times N$  matrix in which each row and each column is sorted in ascending order, write a method to find an element.

Q) A circus is designing a tower routine consisting of people standing atop one another's shoulders. For practical and aesthetic reasons, each person must be both shorter and lighter than the person

below him or her. Given the heights and weight of each circus, write a method to compute the largest possible number of people in such tower.

EXAMPLE:

*Input(ht,wt):* (65, 100) (70, 150) (56, 90) (75,190) (60, 95) (68, 110).

Output: The longest tower is length 6 and includes from top to bottom:

(56, 90) (60, 95) (65, 100) (68, 110) (70, 150) (75, 190)

Q) Imagine you are reading in stream of integers. Periodically, you wish to be able to look up the rank of number  $x$  (the number of values less than or equal to  $x$ ). Implement the data structures and algorithms to support these operations. That is, Implement the method *track* (*int x*), which is called when each number is generated, and the method *getRankOfNumber* (*int x*), which return the number of values less than or equal to  $x$  (not including  $x$  itself).

EXAMPLE

Stream (in order of appearance) : 5, 1, 4, 4, 5, 9, 7, 13, 3

*getRankOfNumber*(1) = 0

*getRankOfNumber*(3) = 1

*getRankOfNumber*(4) =3