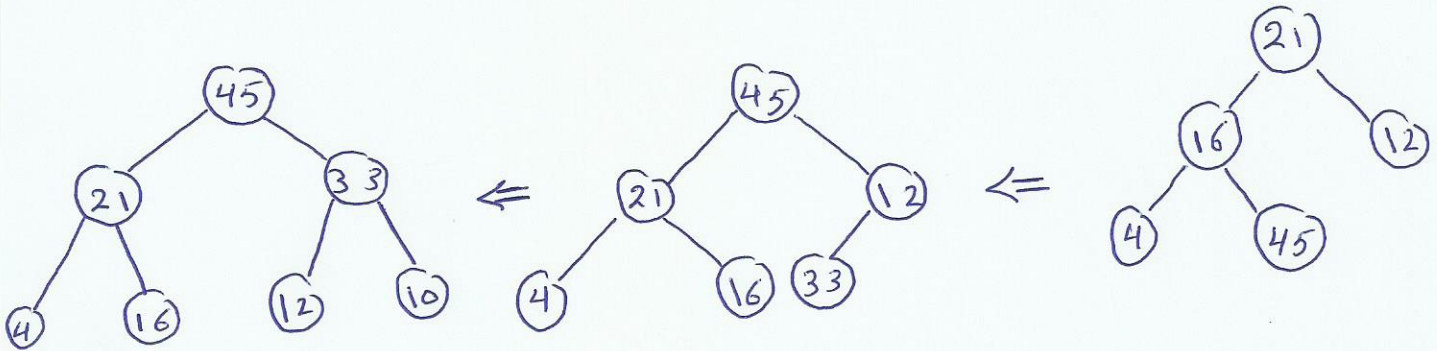
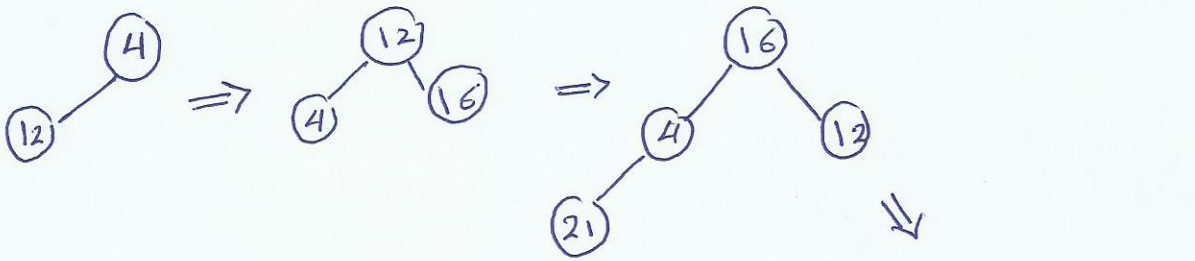


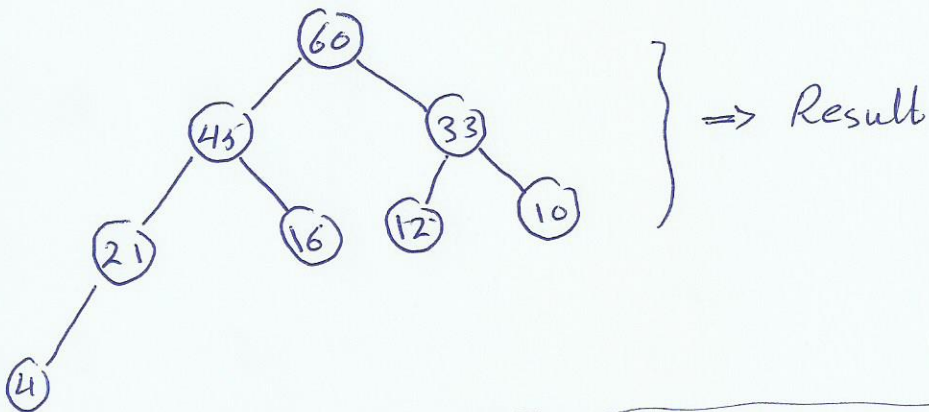
Home work 06 Solution

Problem 1:

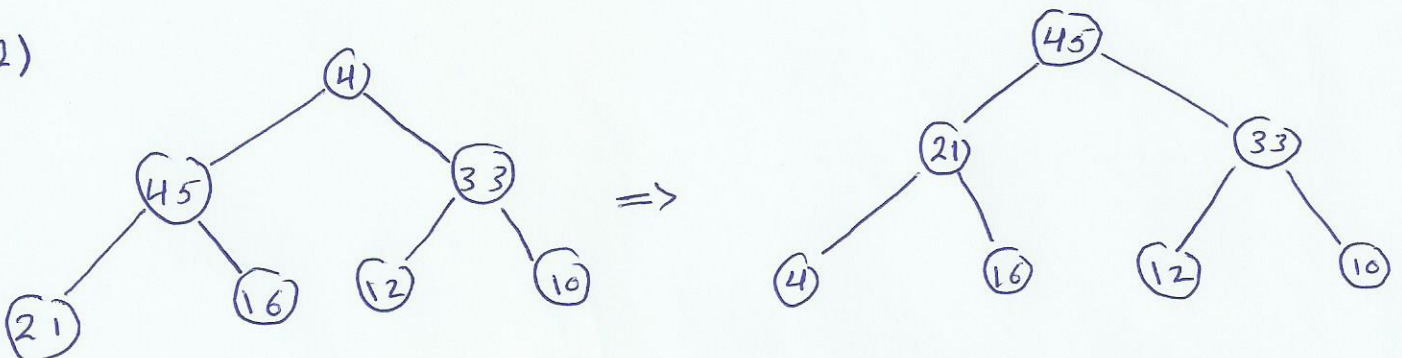
1)



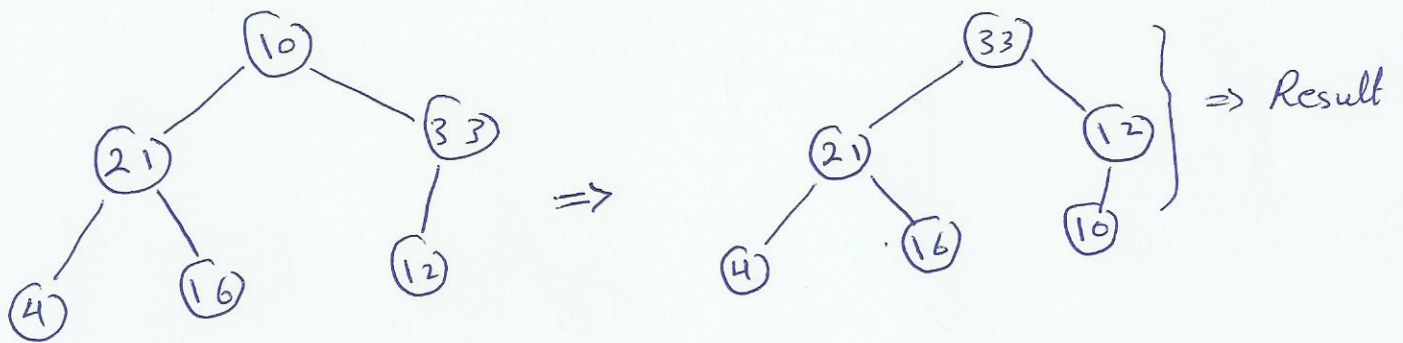
⇓



2)



⇓



3) (a) we will use min heap

(b)

0	1	2	3	4	5	6
-	12	20	15	23	28	18

(c) Delete:

0	1	2	3	4	5	6
-	18	20	15	23	28	-

↓

0	1	2	3	4	5	6
-	15	20	18	23	28	-

Delete:

↓

0	1	2	3	4	5	6
-	28	20	18	23	-	-

↓

0	1	2	3	4	5	6
-	18	20	28	23	-	-

Delete:

→

0	1	2	3	4	5	6
-	23	20	28	-	-	-

→

0	1	2	3	4	5	6
-	20	23	28	-	-	-

Delete:

→

0	1	2	3	4	5	6
-	28	23	-	-	-	-

→

0	1	2	3	4	5	6
-	23	28	-	-	-	-

Delete:

→

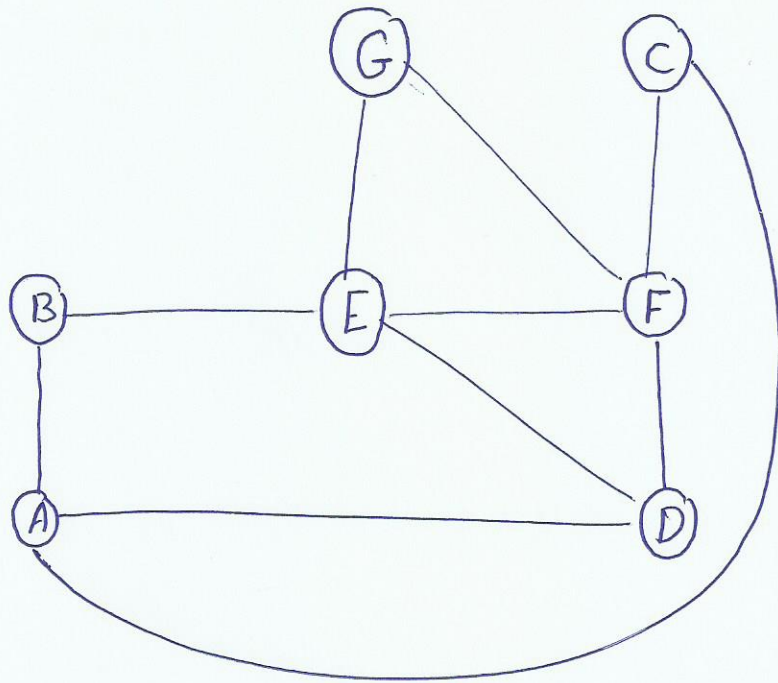
0	1	2	3	4	5	6
-	28	-	-	-	-	-

Delete:

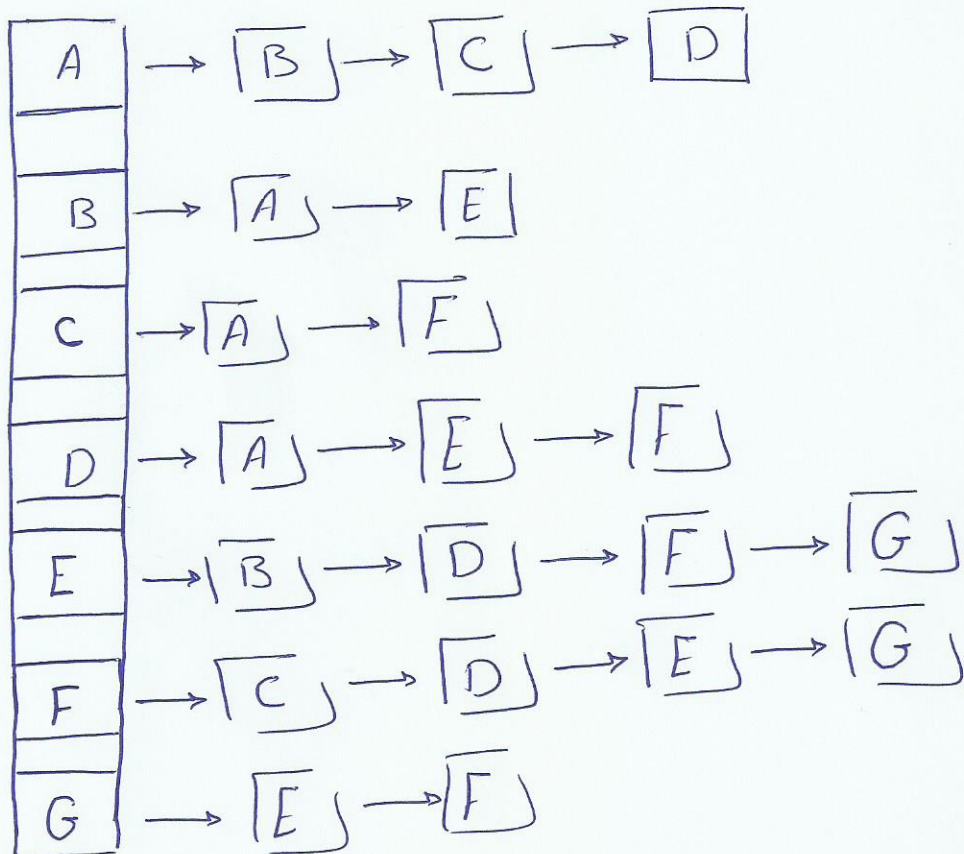
→

0	1	2	3	4	5	6
-	-	-	-	-	-	-

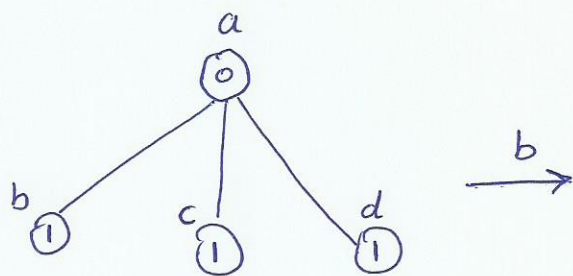
Problem 2:1:



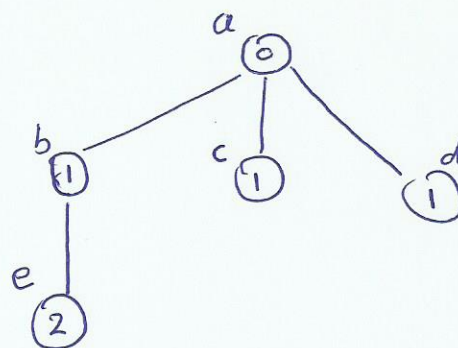
2:



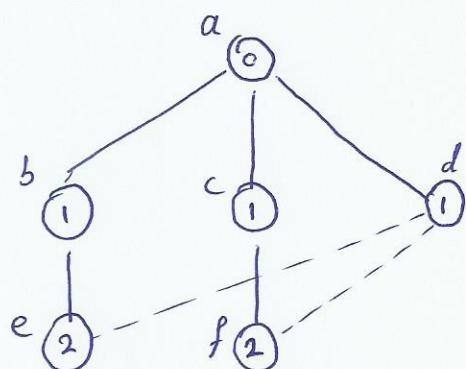
3: BFS:



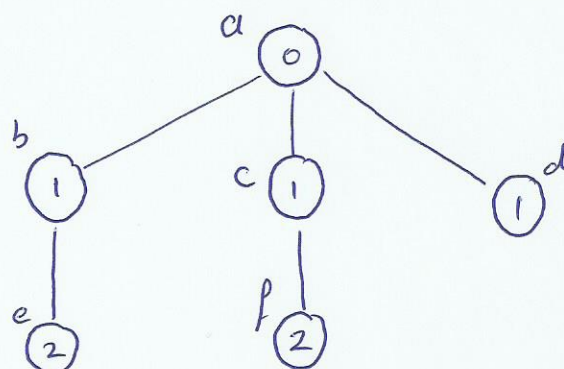
Q: b, c, d



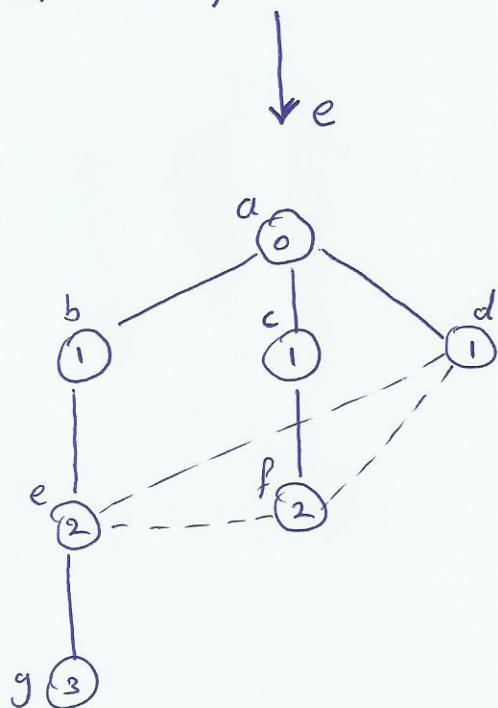
Q: c, d, e



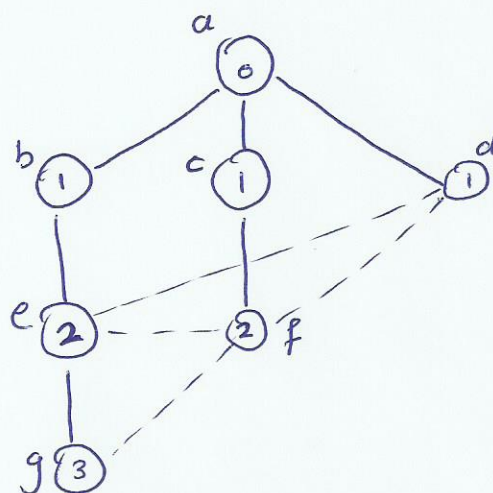
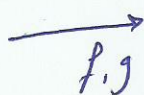
Q: e, f



Q: d, e, f



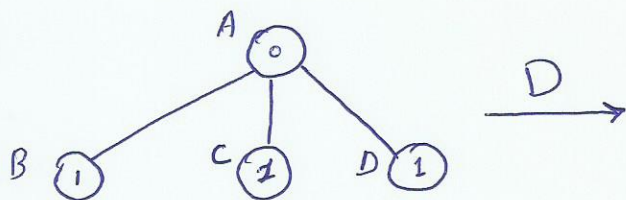
Q: f, g



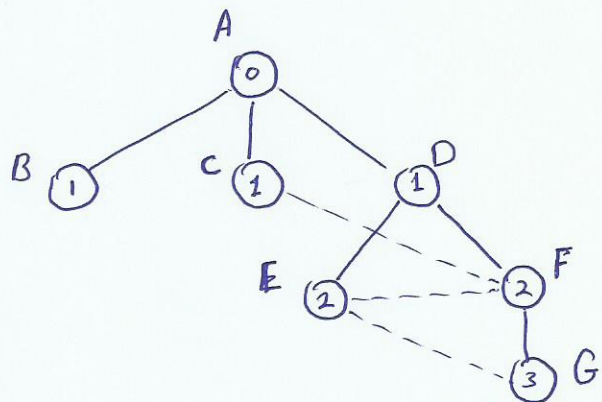
Q:

Result

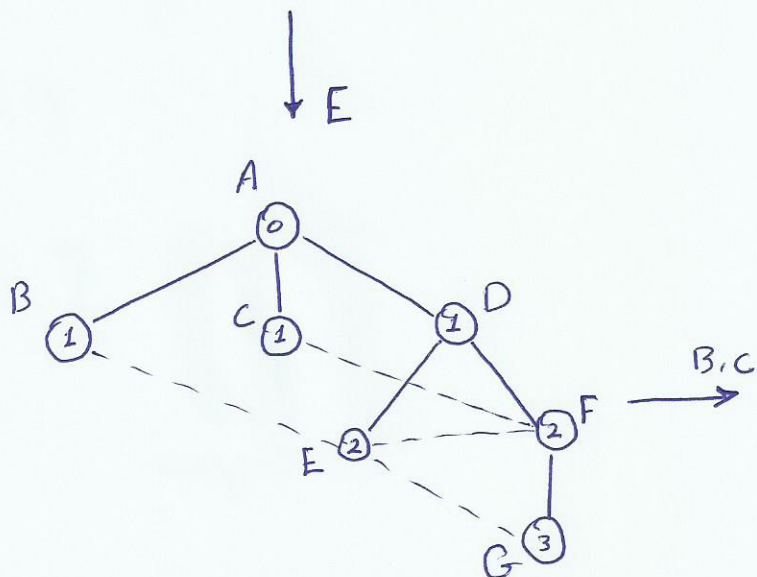
DFS:



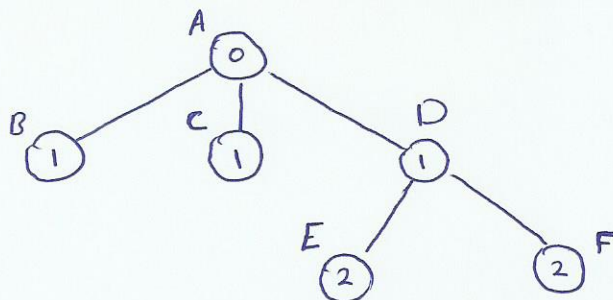
S: B, C, D



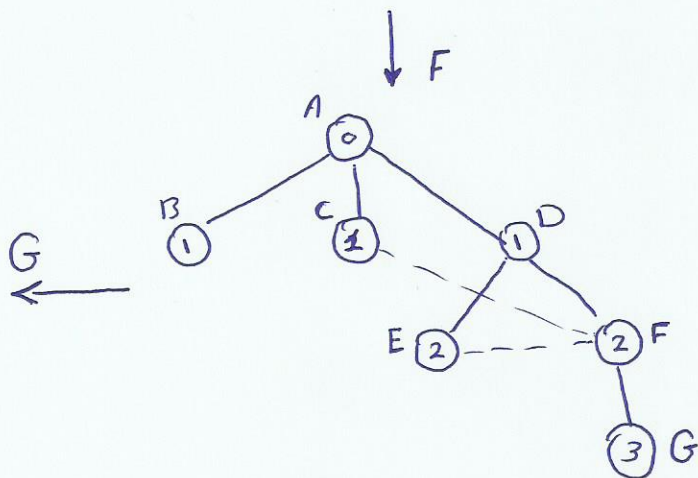
S: B, C, E



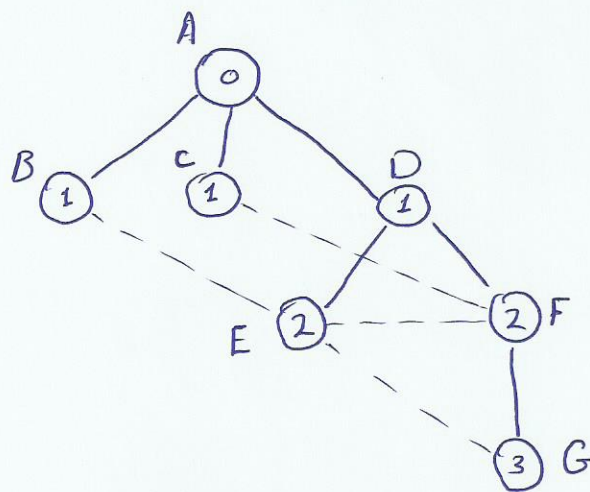
S: B, C



S: B, C, E, F



S: B, C, E, G



S:

Result

Problem 3:

1) ~~*/~~*/~~*/~~*/~~*/~~~~~~~~
~~*/~~*/~~*/~~~~~~~~

~~remove~~ 1 delete the chosen node

2 replace it with the most right node in the lowest layer.

3 loop while the node $<$ its parent AND node $>$ its child

a - if (node $<$ its parent) then sift up().

b - if (node $>$ its child) then sift down().

Remove () is $O(\log n)$

2)

1 update the value of the chosen node.

2 loop while the node $<$ its parent AND node $>$ its child.

a - if (node $<$ its parent) then ~~sift down()~~ sift up().

b - if (node $>$ its child) then sift down().

Update () is $O(\log n)$

Problem 4:

To represent the graph, I will use LinkedList of linked List of node. The outer linkedlist represent the node. The inner

LinkedList represent the relation between the nodes.

* ~~LinkedList~~ LinkedList <LinkedList <node>> graph;

* add a node:

1. check if this node is already exist
then do nothing -

2. else: a. graph.insert(new LinkedList <> ());
b. graph.retrieve().insert(node);

add is $O(n)$

* Remove a node:

1. Remove edge between ~~graph~~ this node and other nodes

2. Remove the node from the List.

Remove Node is $O(n^2)$

* add Edge (Node n_1 , Node n_2)

1. loop through the List

a. if (n_1 is found)

then graph.retrieve().insert(n_2)

b. if (n_2 is found)

then graph.retrieve().insert(n_1)

add Edge is $O(n)$

* Remove Edge (Node u_1 , Node u_2)

1. Loop through the List

a. if (u_1 is found)

then ~~graph~~ remove u_2 from inner List.

b. if (u_2 is found)

then remove u_1 from inner List.

Remove Edge is $O(n^2)$

* Find Degree (Node n):

1. Loop through the List.

if (n is found)

then Count number of element in the inner List
and return it

*
FindDegree is $O(n^2)$

* Find All neighbours (Node n)

1. loop through the list

if (n is found)

then return all the elements in the inner List

Find All neighbours is $O(n^2)$