



King Saud University

College of Computer and Information Sciences

Department of Computer Science

Data Structures CSC 212**Midterm Exam - Fall 2021**

Date: 20/10/2021

Duration: 90 minutes

Guidelines

- No calculators or any other electronic devices are allowed in this exam.

Student ID:

Name:

Section:

Instructor:

1	2	3	4	Total

Question 1 15 points

The operation / below indicates **integer division**.

1. Trace the execution of the following postfix expression: 9 3 1 5 - * 8 4 3 / 1 + - + < 25 5 % 0 > ||.

Show the content of the data structure(s) after parsing each operation. Stacks are shown from bottom to top.

(a) After - :

☐ (A) 9 3 1 5☐ (B) 9 3☒ (C) 9 3 -4☐ (D) 9 3 4☐ (E) None

(b) After * :

☐ (A) 9 3 5☒ (B) 9 -12☐ (C) 9 3☐ (D) 9 12☐ (E) None

(c) After / :

☐ (A) 9 3 5 8 0☐ (B) 9 3 8 4☐ (C) 9 12 8 0☒ (D) 9 -12 8 1☐ (E) None

(d) After + :

☒ (A) 9 -12 8 2☐ (B) 9 3 5 8☐ (C) 9 3 12☐ (D) 9 12 8☐ (E) None

(e) After - :

☐ (A) 9 -12 -6☐ (B) 9 3 3☐ (C) 9 -9☒ (D) 9 -12 6☐ (E) None

(f) After + :

☒ (A) 9 -6☐ (B) 9 6☐ (C) 0☐ (D) 9 -18☐ (E) None

(g) After < :

☐ (A) 9 T☐ (B) 9 F☐ (C) T☒ (D) F☐ (E) None

(h) After % :

☐ (A) 9 T 5☒ (B) F 0☐ (C) T 0☐ (D) F 5☐ (E) None

(i) After > :

☐ (A) 9 T F☐ (B) T 0 T☐ (C) F 0 F☒ (D) F F☐ (E) None

(j) After || :

☐ (A) T F☐ (B) T☐ (C) 0☒ (D) F☐ (E) None

2. Trace the execution of the following infix expression: $4+(9-5)/3*(2-(3+5))$. Draw the content of the data structure(s) after parsing each operation.

(a) After + :

(A) 4 , + (

(B) 4 , (

(C) 4 , +

(D) 4 4 , +

(E) None

(b) After - :

(A) 4 9 , +

(B) 13 , (-

(C) 13 , -

(D) 4 9 , + (-

(E) None

(c) After / :

(A) 4 4 , + /

(B) 4 9 5 , (-) /

(C) 4 , +

(D) 4 9 5 , + (- /

(E) None

(d) After * :

(A) 4 0 , + *

(B) 4 1 , + *

(C) 4 , +

(D) 4 4 3 , + * /

(E) None

(e) After - :

(A) 4 0 2 , + * (-

(B) 4 3 , + (- /

(C) 4 1 2 , + * (-

(D) 4 4 3 , + * /

(E) None

(f) After + :

(A) 4 0 2 3 , + * (- (+

(B) 4 3 2 3 , + (- / -) +

(C) 4 4 3 , + * /

(D) 4 1 2 3 , + * (- (+

(E) None

(g) After \$:

(A) -2 , \$

(B) 2 , \$

(C) 2 ,

(D) -2 ,

(E) None

Question 2 25 points

Given a queue and an integer k , write the method `reverseK` which reverses the order of the first k elements of q leaving the other elements in the same order. If k is invalid, then q is unchanged.

Example 1. If $q = (1, 2, 3, 4, 5, 6, 7, 8, 9)$, and $k = 5$, then after calling `reverseK(q, k)`, $q = (5, 4, 3, 2, 1, 6, 7, 8, 9)$.

Please complete the method below:

```

1 public static <T> void reverseK(Queue<T> q,
2   int k) {
3   if (...)
4     return;
5   if (...)
6     return;
7   Stack<T> s = new LinkedStack<T>();
8   for (...)
9     ...
10  while (...)
11    ...
12  for (...)
13    ...
14  }

```

1. Line 2:

(A) if ($k \leq q.length()$)

(B) if ($q.length() == 0 \parallel k > q.length()$)

(C) if ($q.length() == 0 \&\& k > q.length()$)

(D) if ($k < q.length()$)

(E) None

2. Line 4:

(A) if ($k < 0$)

(B) if ($k == 0$)

(C) if ($k == -1$)

(D) if ($k \leq 0$)

☐ None

3. Line 7:

- ☐ `for (int i = 0; i < q.length() - k; i++){`
☒ `for (int i = 0; i < k; i++){`
☐ `for (int i = 0; i < q.length(); i++){`
☐ `for (int i = 0; i < q.length() + k; i++){`
☐ None

4. Line 8:

- ☐ `q.enqueue(s.pop());`
☐ `q.enqueue(q.serve());`
☐ `q.enqueue();`
☒ `s.push(q.serve());`
☐ None

5. Line 98:

- ☐ `while (q.length() > 0)`
☐ `while (q.length() < k)`
☐ `while (q.length() < k)`
☒ `while (!s.empty())`
☐ None

6. Line 10:

- ☐ `s.push(q.serve());`
☐ `s.push(s.pop());`
☒ `q.enqueue(s.pop());`
☐ `s.push();`
☐ None

7. Line 11:

- ☐ `for (int i = k; i < q.length() + k; i++){`
☒ `for (int i = 0; i < q.length() - k; i++){`
☐ `for (int i = 0; i < q.length(); i++){`
☐ `for (int i = 0; i < q.length() + k; i++){`
☐ None

8. Line 12:

- ☒ `q.enqueue(q.serve());`
☐ `s.push();`
☐ `s.push(q.enqueue());`
☐ `q.enqueue(s.pop());`
☐ None

Question 3 25 points

Write the method `checkListEndsSymmetry` that receives a non-empty double linked list and a positive integer k . The method checks if the double linked list has identical k elements going forward from the first element and backwards from the last one. The method returns `true` if they are identical, and `false` otherwise. Assume that k is strictly less than the length of the list.

Example 2. If $dl = A \leftrightarrow B \leftrightarrow C \leftrightarrow D \leftrightarrow B \leftrightarrow A$ and $k = 2$, then the method should return `true`. If $k = 3$, it should return `false`, since C does not equal D .

The method signature is: `public static <T> boolean checkListEndsSymmetry(DoubleLinkedList<T> dl, int k).`

```
public static <T> boolean checkListEndsSymmetry(DoubleLinkedList<T> dl, int k){
    T[] l = (T[]) new Object[k];
    dl.findFirst();
    ...
}
```

1. Line 3:

- ☐ `while (!dl.last()){`
☐ `for (int i = 0; k < i; i++){`

- ☒ `for (int i = 0; i < k; i++){`
☐ `for(int i = 0; i <= k; i++){`
☐ None

2. Line 4:

- ☒ (A) `l[i] = dl.retrieve()`
- ☐ (B) `dl.findNext();`
- ☐ (C) `dl.remove();`
- ☐ (D) `l[i] = dl.current.data;`
- ☐ (E) None

3. Line 5:

- ☒ (A) `dl.findNext();}`
- ☐ (B) `dl.next();}`
- ☐ (C) `dl.current = dl.findNext();}`
- ☐ (D) `dl.current = dl.current.next;}`
- ☐ (E) None

4. Line 6:

- ☐ (A) `while(dl.current!=null){`
- ☒ (B) `while(!dl.last()){`
- ☐ (C) `dl.findLast();`
- ☐ (D) `while(dl.current!=null){`
- ☐ (E) None

5. Line 7:

- ☒ (A) `dl.findNext();}`
- ☐ (B) `dl.findPrevious();}`
- ☐ (C) `dl.findFirst();}`
- ☐ (D) `dl.current=dl.current.next;}`
- ☐ (E) None

6. Line 8:

- ☐ (A) `while (!dl.last()){`

- ☐ (B) `for(int i = k; i >= 0; i--){`

- ☒ (C) `for (int i = 0; i < k; i++){`

- ☐ (D) `if (!dl.last())`

- ☐ (E) None

7. Line 9:

- ☐ (A) `if (l[i].equals(dl.retrieve()))`

- ☒ (B) `if (!l[i].equals(dl.retrieve()))`

- ☐ (C) `return false;`

- ☐ (D) `if (l[i]!=dl.retrieve())`

- ☐ (E) None

8. Line 10:

- ☐ (A) `return true;`

- ☐ (B) `return !l[i].equals(dl.retrieve());`

- ☐ (C) `break;`

- ☒ (D) `return false;`

- ☐ (E) None

9. Line 11:

- ☒ (A) `dl.findPrevious();}`

- ☐ (B) `dl.findNext();}`

- ☐ (C) `return false;}`

- ☐ (D) `return true;}`

- ☐ (E) None

10. Line 12:

- ☐ (A) `return l[k-1].equals(dl.retrieve());`

- ☐ (B) `return l[1].equals(dl.retrieve());`

- ☐ (C) `return !l[k-1].equals(dl.retrieve());`

- ☒ (D) `return true;`

- ☐ (E) `return false;`

Question 4 35 points

We want to write a linked implementation of the data structure `PairList` which stores unique pairs (a, b) of elements of the same type:

```
public interface PairList<T> {
    // Return true if the list is empty, false otherwise.
    boolean empty();
    // Return true if the list is full, false otherwise.
    boolean full();
    // Print the list
    void print();
    // Insert the pair (a, b) if does not already exist and return true. If (a,b) already
    // exists, the list is not changed and the method returns false.
    boolean insert(T a, T b);
    // Return true if the pair (a, b) exists, false otherwise.
    boolean exists(T a, T b);
    // Return a list containing all the second elements of pairs starting with a stored
    // according to insertion order.
    List<T> getSecond(T a);
    // Remove all pairs starting with a.
    void remove(T a);
}
```

Example 3. The output of the following program:

```
public static void main(String[] args) {
    PairList<Integer> pl = new LinkedPairList<Integer>();
    pl.insert(1, 2);
    pl.insert(1, 2);
    pl.insert(3, 3);
    pl.insert(1, 4);
    pl.insert(3, 5);
    pl.insert(2, 1);
    pl.insert(1, 7);
    print(pl.getSecond(3));
    System.out.println("-----");
    pl.remove(1);
    pl.print();
}
```

is:

```
3
5
-----
3 3
3 5
2 1
```

Complete the class `LinkedPairList` below.

```
class PNode<T> {
    public T a, b;
    public PNode<T> next;
    public PNode(T a, T b) {
        this.a = a;
        this.b = b;
        next = null;
    }
}

public class LinkedPairList<T> implements PairList<T> {
    private PNode<T> head, tail;
    public LinkedPairList() {
```

```

    tail = head = null;
}
public boolean empty() {
    return head == null;
}
public boolean full() {
    return false;
}
public void print() {
    PNode<T> p = head;
    while (p != null) {
        System.out.println(p.a + "\t" + p.b);
        p = p.next;
    }
}
public boolean exists(T a, T b) {
    PNode<T> p = head;
    while (p != null) {
        if (a.equals(p.a) && b.equals(p.b))
            return true;
        p = p.next;
    }
    return false;
}
}

```

Method insert.

```

1 public boolean insert(T a, T b) {
2     if (...)
3         return ...;
4     PNode<T> tmp = new PNode<T>(a, b);
5     if (head == null)
6         ...
7     else {
8         ...
9         ...
10    }
11    ...
12 }

```

1. Line 2:

- ☒ (A) if (exists(a, b))
- ☐ (B) if (a.equals(head.a) && b.equals(head.b))
- ☐ (C) if (!exists(a, b))
- ☐ (D) if (a.equals(head.a))
- ☐ (E) None

2. Line 3:

- ☒ (A) return false;
- ☐ (B) return a.equals(head.a);
- ☐ (C) return b.equals(head.b);
- ☐ (D) return true;
- ☐ (E) None

3. Line 6:

- ☐ (A) head = tmp;
- ☐ (B) tail = tmp;
- ☒ (C) tail = head = tmp;
- ☐ (D) tail = head = null;
- ☐ (E) None

4. Line 8:

- ☐ (A) head.next = tmp;
- ☐ (B) tmp.next = head;
- ☒ (C) tail.next = tmp;
- ☐ (D) tmp.next = tail;
- ☐ (E) None

5. Line 9:

- ☐ (A) tmp = tail;
- ☐ (B) head = tmp;
- ☒ (C) tail = tmp;
- ☐ (D) tmp = head;
- ☐ (E) None

6. Line 11:

- ☒ (A) return true;
- ☐ (B) return head == null;

- ☐ (C) return false;
☐ (D) return tail == null;

☐ (E) None

Method `getSecond`.

```

1 public List<T> getSecond(T a) {
2     List<T> l = new LinkedList<T>();
3     PNode<T> p = ...
4     while (...) {
5         if (...)
6             ...
7         ...
8     }
9     ...
10 }
```

1. Line 3:

- ☐ (A) PNode<T> p = tail;
☐ (B) PNode<T> p = null;
☐ (C) PNode<T> p = head.next;
☐ (D) PNode<T> p = tail.next;
☒ (E) None

2. Line 4:

- ☐ (A) while (!l.last()){
☐ (B) while (p != tail){
☐ (C) while (p.next != null){
☒ (D) while (p != null){
☐ (E) None

3. Line 5:

- ☐ (A) if (a.equals(p))
☐ (B) if (a.equals(p.b))

- ☒ (C) if (a.equals(p.a))
☐ (D) if (a.equals(p.next.b))
☐ (E) None

4. Line 6:

- ☐ (A) l.insert(p.a);
☐ (B) l.insert(p.next.b);
☐ (C) l.insert(p);
☒ (D) l.insert(p.b);
☐ (E) None

5. Line 7:

- ☐ (A) p++;
☐ (B) p = head;
☐ (C) p = head;
☐ (D) l.findNext();
☒ (E) None

6. Line 9:

- ☐ (A) return l.head;
☐ (B) return l.retrieve();
☒ (C) return l;
☐ (D) return new LinkedList<T>();
☐ (E) None

Method `remove`.

```

14 public void remove(T a) {
15     while (...)
16         ...
17     if (...)
18         ...
19     else {
20         PNode<T> q = head;
21         PNode<T> p = ...
22         while (...) {
23             while (...)
24                 ...
25             q.next = p;
26             ...
27         }
28     }
29 }
```

1. Line 2:

- ☐ (A) while (a.equals(head.a)&& head != tail)
☐ (B) while (head != null)

☒ while (head != null && a.equals(head.a))

☐ while (a.equals(head.a))

☐ None

2. Line 3:

☐ p.a = p.b = null;

☐ tail = tail.next;

☐ head = null;

☒ head = head.next;

☐ None

3. Line 4:

☐ if (head.next == null)

☐ if (head == tail)

☐ if (tail == null)

☒ if (head == null)

☐ None

4. Line 5:

☐ tail = head;

☐ head = null;

☒ tail = null;

☐ tail = head.next;

☐ None

5. Line 8:

☐ PNode<T> p = tail;

☐ PNode<T> p = null;

☒ PNode<T> p = head.next;

☐ PNode<T> p = tail.next;

☐ None

6. Line 9:

☐ while (head != null){

☒ while (p != null){

☐ while (p != tail){

☐ while (q != null){

☐ None

7. Line 10:

☐ while (p != null)

☒ while (p != null && a.equals(p.a))

☐ while (a.equals(p.a))

☐ while (q != null && a.equals(p.a))

☐ None

8. Line 11:

☒ p = p.next;

☐ q.next = p.next;

☐ q = q.next;

☐ p.next = q.next;

☐ None

9. Line 13:

☐ head = q;

☐ tail = p;

☒ tail = q;

☐ head = p;

☐ None

10. Line 14:

☒ q = p;

☐ q = tail;

☐ p = head;

☐ p = q;

☐ None

11. Line 15:

☐ if (head == null)

☒ if (p != null)

☐ if (q != null)

☐ if (p == tail)

☐ None

12. Line 16:

☐ q.next = p.next;

☐ q = q.next;

☒ p = p.next;

☐ tail.next = null;

☐ None