NATIONAL UNIVERSITY OF SINGAPORE

SCHOOL OF COMPUTING

FINAL ASSESSMENT FOR Semester 2 AY2014/15

CS1010E - PROGRAMMING METHODOLOGY

April 2015

Time Allowed: 2 Hours

INSTRUCTIONS TO CANDIDATES

- 1. This paper contains TWO (2) parts and comprises TWELVE (12) printed pages, including this page.
- 2. Answer ALL questions, using ONLY the space indicated.
- 3. The maximum possible mark is 100.
- 4. This is a **OPEN BOOK** assessment.
- 5. Please write your Matriculation Number below.

MATRICULATION NUMBER: _			
		_	

EXAMINER'S USE ONLY

Question	Marks	Remarks
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Question	Marks	Remarks
16(a)		
16(b)		
16(c)		
16 Total		
17(a)		
17(b)		
17(c)		
17 Total		
18(a)		
18(b)		
18(c)		
18 Total		

PART I: Short Questions (50 marks)

In this part, there are 15 questions. Each question contains a code fragment.

Using the space indicated, write the *output*, if any, of the code fragment in question.

Only one line of answer is required.

Assume that all appropriate preprocessor directives and symbolic constants have already been defined.

```
1. (3 marks)
```

```
int i = 1;
double d = 2, d2;
char c = '4', c2, c3;
i = d / 3;
d2 = (c - '0') / 2;
c2 = 'a' + d - 0.0001; c3 = 'a' + d + 0.0001;
printf("%d %.1f %c %c\n", i, d2, c2, c3);
```

Solution:

2. (3 marks)

```
#define double(x) x + x int main () { printf("%d\n", 23 / double(8)); }
```

Solution:

3. (3 marks)

```
int x = 1, y = -1, z = 9;

x = (++y && x++) \mid \mid z++ > y ? x - y : x + y;

printf("%d\n", x);
```

Solution:

4. (3 marks)

```
int i, j = 0;
for (i = 0; i < 999; i++) {
   switch (i % 4) {
     case 0: case 1: if (i < 100) break;
     case 2: if (i == 402) j = 77; break;
   default: j = 66;
   }
   if (j > 69) break;
}
printf("%d %d\n", i, j);
```

```
Solution:
```

```
5. (3 marks)
  int f05(int);
  int g1 = 1, g2 = 2;
  int main() {
    printf("%d\n", f05(f05(0)));
  int f05(int n) {
    int i = 3; static int g1 = 4; extern int g2;
    return (n + i+++ g1+++ g2++);
    Solution:
6. (3 marks)
  #define N 5
  int a06[][N] = {
    {1,1,1,1,99},
    {1,1,1,99,1},
    {1,1,99,1,1},
    {1,99,1,1,1},
    {99,1,1,1,1}
  };
  int main() {
    int i, j, sum = 0;
    for (i = 0; i < N; i++)
      for (j = 0; j < N; j++) {
        if (N - j == i + 1) continue;
        sum += a06[i][j];
    printf("%d\n", sum);
     Solution:
7. (3 marks)
   void f07(int, int [], int *);
   int main() {
     int a = 0, b[5] = \{1\};
     f07(a, b, &b[1]);
     printf("%d %d %d %d\n", a, b[0], b[1], b[2]);
   void f07(int a, int b[], int *c) {
     a = 1; b[1] = 2; *(c + 1) = 3;
```

```
8. (3 marks)
  int sum(int *, int);
  int main() {
    int i;
    for (i = 1; a8[i] != -1; i++) a8[i] += sum(a8, i - 1);
    printf("%d\n", a8[i-1]);
  int sum(int a[], int n) {
    for (s = 0; n \ge 0; n--) s += a[n];
    return s;
    Solution:
9. (3 marks)
    int x = 84, y = 7, count = 0;
    while (count++ < 9999) {
       if (rand() > 2222) break;
       x = x + 84;
       y = y + 7;
    printf("%d\n", x / y);
    Solution:
10. (3 marks)
  char s1[] = "aaaa"; char s2[] = "bbbb"; char s3[] = "cccc";
  int main() {
    char s[100], *t, *u;
    strcpy(s, s1); strcat(s, s2); strcat(s, s3);
    for (t = s; *t != '\0'; ) {
      u = t;
      if (*u == 'b')
          while (*u != '\0') {
            *u = *(u + 1);
            u++;
          }
      else t++;
    }
    printf("%s\n", s);
```

```
11. (4 marks)
   int count = 0;
   int main() {
      int i; i = fib(4); printf("%d %d\n", i, count);
   }
   int fib(int n) {
      count++;
      if (n <= 1) return n;
      return fib(n - 1) + fib(n - 2);
   }</pre>
```

12. (4 marks)

```
#define MAX 100
int count = 0;
int fibarray[MAX];
int main() {
  int i;
  count = 0;
  for (i = 0; i < MAX; i++) fibarray[i] = 0;</pre>
  i = fib2(4);
  printf("%d %d\n", i, count);
int fib2(int n) { // Assume n < MAX
  count++;
  if (n <= 1) return n;
  if (fibarray[n]) return fibarray[n];
  fibarray[n-1] = fib2(n - 1);
  fibarray[n-2] = fib2(n - 2);
  return fibarray[n-1] + fibarray[n-2];
}
```

Solution:

13. (4 marks)

```
int *hold, x, y, z;
int a[] = {0, 1, 2, 3, 4, 5, 6, 7, 8, 9};
int *p[] = {a, a+1, a+2, a+3};
int **ptr = p;
hold = p[2]; p[2] = p[3]; p[3] = hold;
x = **(ptr++); y = **(ptr++); z = **(ptr++);
printf("%d %d %d %d %d\n", **ptr, x, y, z, (ptr + 6) - p);
```

```
14. (4 marks)

int p = 1;
struct {
   int next;
   char name[10];
} s[] = {{3, "cow"}, {2, "how"}, {0, "now"}, {-1, "brown"}};

do {
   printf("%s ", s[p].name); p = s[p].next;
} while (p >= 0);
```

15. (4 marks)

```
struct time {
    int *day;
    int *month;
    int *year;
} t1, *times;

int main() {
    int d = 27, m = 4, y = 2015;
    t1.day = &d;
    t1.month = &m;
    t1.year = &y;
    printf("%d %d %d, ", *t1.day, *t1.month, *t1.year);
    times = &t1;
    *(times->day) = 10;
    printf("%d %d %d\n", *t1.day, *t1.month, *t1.year);
```

PART II: Programming Questions (50 marks)

For all the questions below, you may assume that all mentioned preprocessor directives, function prototypes and symbolic constants have already been appropriately pre-defined.

16. (15 marks)

An alpha sequence is a sequence of alphabetic characters ('a' through 'z') and spaces (' '). A word ω of an alpha sequence Σ is a longest sequence of alphabetic characters (not spaces) which appears in Σ . That is, the occurrence of ω in Σ is such that there is not an alphabetic character either to the left or to the right of the occurrence. The tail of an alpha sequence is the sequence obtained by removing the first word and following spaces from the sequence (for example, the tail of " abc def " is "def ").

(a) (5 marks)

Write code for a function tail below which, when given a *string* containing an alpha sequence, returns a string which is the tail of the sequence.

char *tail(char *s) {	
1	
}	

(b) (5 marks)

Write code for a function word below which takes two strings s and w containing alpha sequences as arguments. The second string w contains no spaces. The function is to determine whether the sequence in the first string s contains a word that is equal to the string w.

int word(char *s, char *w) {	
•	

(c) (5 marks)

Write code for a function repeated below which, when given a string s containing an alpha sequence, determines if it contains any *repeated* word (i.e. contains at least two different occurrences of the same word). In the code, you may call your functions tail and word from (a) and (b) above, and/or make a recursive call to repeated.

```
int repeated(char *s) {
```

17. (17 marks)

(a) (5 marks)

In this question, you are only allowed to use at most one loop.

Write code for a function find below which determines if a given two-dimensional array a, which has dimenions of N rows and M columns, contains a particular integer value. If so, it returns the row and column position of a which contains value, in a structure coordinate. If not, it returns the row value of -1 and column value of -1, in a structure coordinate. (Note that in the function, the number of rows is passed in via the formal parameter n.)

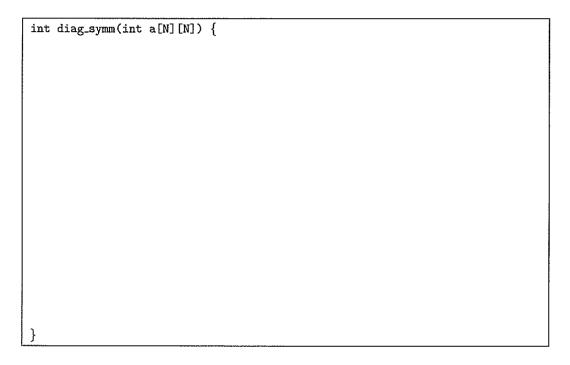
```
struct coordinate {
   int row;
   int col;
}
struct coordinate find(int a[][M], int n, int value) {
```

(b) (5 marks)

In this question, you are only allowed to use at most one loop.

We say that a two dimensional square integer array, say it has N rows and columns, is diagonal symmetric if the number in its i^{th} row and j^{th} column is the same as the number in its j^{th} row and i^{th} column, where i and j range from 0 through N-1.

Write code for a function diag_symm below which determines if a given two-dimensional square array a is diagonal symmetric.



(c) (7 marks)

Consider a square matrix whose number of rows (which equals its number of columns) is a power of 2. Such a matrix, if its number of rows n is 2 or more, can be naturally partitioned into four submatrices, each with n/2 rows, obtained from its top-left, top-right, bottom-left and bottom-right quadrants. For example, the matrix A:

$$\begin{bmatrix} 1 & 1 & 2 & 2 \\ 1 & 1 & 2 & 2 \\ 3 & 3 & 4 & 4 \\ 3 & 3 & 4 & 4 \end{bmatrix}$$
 can be partitioned into
$$\begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \quad \begin{bmatrix} 2 & 2 \\ 2 & 2 \end{bmatrix} \quad \begin{bmatrix} 3 & 3 \\ 3 & 3 \end{bmatrix} \quad \begin{bmatrix} 4 & 4 \\ 4 & 4 \end{bmatrix}$$

Now consider the following (mathematical, and not C) function f on a square matrix A whose number of rows n is a power of 2:

$$f(A,n) = \begin{cases} \text{ the one and only element in } A & \text{if } n = 0 \\ \\ f(A_{tl},n-1) + & \text{if } n > 0 \text{ and} \\ \\ 2*f(A_{tr},n-1) + & A_{tl},A_{tr},A_{bl},A_{br} \\ 3*f(A_{bl},n-1) + & \text{respectively denote the top-left, top-right,} \\ 4*f(A_{br},n-1) & \text{bottom-left and bottom right quadrants of } A. \end{cases}$$

For example, the value of f(A, 4), where A is the matrix above, can be computed as (1 + 2 + 3 + 4) + 2 * (2 + 4 + 6 + 8) + 3 * (3 + 6 + 9 + 12) + 4 * (4 + 8 + 12 + 16) = 300.

Write code for a recursive function f below which takes as input a *one* dimensional integer array a and a nonnegative number n. The array a stores the elements of a square matrix of n rows. Assume that n is a power of 2, and that the array a is large enough to contain the n^2 elements comprising the matrix. The function should return the value of f as defined above.

[Hint: While the matrix elements do lie in contiguous locations in the array a, the elements of the *quadrants* of the matrix do not lie in contiguous locations. For each quadrant, copy the approprite elements from a into a new array so that they *are* arranged contiguously. You may now make a recursive call using this new array.]

```
int f(int a[], int n) {

// Property of the content of the co
```

18. (18 marks)

Consider the following definition of a C structure to represent an *employee* (where the symbolic constants MAXNAME and MAXSUB have been defined elsewhere).

```
struct employee {
   char name[MAXNAME];
   int salary;
   struct employee *subordinates[MAXSUB];
}
```

The number of subordinate employees, stored in the array subordinates, is indicated by a NULL sentinel, that is, if there are n subordinates of this employee, then the first n entries in the subordinates array will contain pointers to (distinct) structures representing employees, while the next extry will be a NULL pointer. The entire collection of employees will be stored in a global array staff[MAXEMP] (where the symbolic constant MAXEMP has been defined elsewhere), defined as follows:

```
struct employee staff[MAXEMP];
```

For example, the following picture of six rows depicts a staff strength of 5 employees, where there are two managers, John and Mary, employees having at least one subordinate. John is in fact a

"senior" manager, an employee with at least one subordinate who is him/herself a manager (Mary). In the last row, the name is the empty string in order to denote there are no further employees.

staff[]:

"John"	12345	&staff[1]	&staff[2] NULL
"Mary"	10045	&staff[3]	&staff[4] NULL
"Bob"	10044	NULL	NULL	NULL
"Peter"	10043	NULL	NULL	NULL
"Jane"	10042	NULL	NULL	NULL
2) 2)	0	NULL	NULL	NULL

(a) (5 marks)

Write code for a function find below which, when given the name of an employee, returns the *index position* in the global array staff in which (a pointer to) the structure associated with that employee is stored. In case the employee is not represented in staff, then a -1 is returned.

- 1

(b) (5 marks)

We say that an employee e is in the *subordinate chain* of another employee e_2 if either e is a subordinate of e_2 , or, if e is a subordinate of another employee who is in the subordinate chain of e_2 . You may assume that an employee has at most one manager, and that no two employees are in the subordinate chain of each other.

Write code for a function top_manager below which, when given the name of an employee e, prints the name of the *most senior manager* of e. This is the employee whose subordinate chain includes e, and who is not subordinate to any other employee. (If e has no manager, indicate so.)

int top_manager(char *e) {	
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