

Question 21

Not yet answered

Marked out of 1.00

Flag question

Fungsi berikut reverse () seharusnya membalikkan single linked list. Ada satu baris yang hilang di akhir fungsi.

```
/* link list node */
struct node
{
    int data;
    struct node* next;
} /* head_ref is a double pointer which points to head (or start) pointer of linked list */

static void reverse(struct node** head_ref)
{
    struct node* prev = NULL;
    struct node* current = *head_ref;
    struct node* next;
    while (current != NULL)
    {
        next = current->next;
        current->next = prev;
        prev = current;
        current = next;
    }
    /* TAMBAHKAN PERNYATAAN DI SINI */
}
```

Apa yang harus ditambahkan sebagai pengganti `/* TAMBAHKAN PERNYATAAN DI SINI */`, sehingga fungsi tersebut membalikkan single linked list dengan benar.

Select one:

- ☐ *head_ref = prev;
- ☐ *head_ref = NULL;
- ☐ *head_ref = next;
- ☐ *head_ref = current;

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Question 22

Not yet answered

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Singly linked list adalah linked list yang mempunyai pointer

Select one:

☐ 2 arah

☐ 1 arah

☐ 3 arah

☐ Circular

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Question 23

Not yet answered

Marked out of 1.00

Flag question

Konsep stack mengikuti prinsip

Select one:

- ☐ last in first out (LIFO)
- ☐ last in last out (LILO)
- ☐ first in first out (FIFO)
- ☐ first in last out (FILO)

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Question 24

Not yet answered

Marked out of 1.00

Flag question

Untuk menghapus node pertama pada linked list yang ditunjuk dengan variabel pointer `L`, dengan variabel bantu `temp` (bertipe sama dengan `L`) instruksi pertama yang dilakukan adalah

Select one:

- ☐ `temp = L;`
- ☐ `temp = L -> next;`
- ☐ `free(temp);`
- ☐ `L = L -> next;`

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Question 25

Not yet answered

Marked out of 1.00

Flag question

Output dari potongan kode program berikut adalah

```
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 typedef struct big {
5     int x;
6     int y;
7 } Big, *BigPtr;
8
9 int main()
10 {
11     Big a;
12     BigPtr b = &a;
13
14     a.x = 1;
15     a.y = 2;
16     b->x = 5;
17
18     printf("%d", a.x + a.y);
19
20     return 0;
21 }
```

Select one:

- ☐ 3
- ☐ 6
- ☐ 5
- ☐ 7

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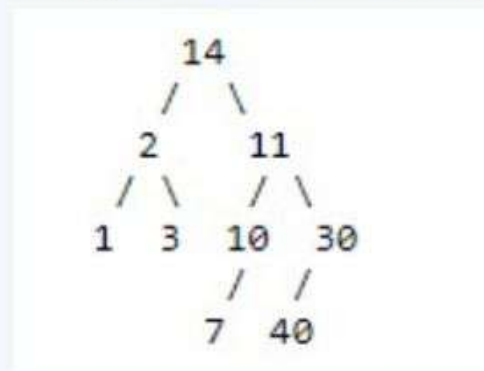
Question 26

Not yet answered

Marked out of 1.00

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Hasil dari post order traversal dari tree berikut adalah ...



Select one:

- ☐ 1 2 3 14 7 10 11 40 30
- ☐ 1 2 3 14 11 10 7 30 40
- ☐ 1 3 2 7 10 40 30 11 14
- ☐ 14 2 11 1 3 10 30 7 40

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Question 27

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Berikut ini adalah pseudo code dari suatu fungsi yang menggunakan angka sebagai argumen, dan menggunakan stack S untuk melakukan pemrosesan.

```
void konversi(int n)
{
    Stack S; // Say it creates an empty stack S
    while(n > 0)
    {
        // This line pushes the value of n%2 to stack S
        push(&S, n%2);

        n = n/2;
    }

    // Run while Stack S is not empty
    while(!isEmpty(&S))
        printf("%d ", pop(&S)); // pop an element from S and print it
}
```

Fungsi diatas melakukan apa ?

Select one:

- ☐ Mencetak representasi biner dari n dalam urutan terbalik
- ☐ Mencetak representasi biner dari n
- ☐ Mencetak nilai Logn
- ☐ Mencetak nilai Logn dalam urutan terbalik

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Question 28

Not yet answered

Marked out of 1.00

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Definisi suatu structure berikut ini;

```
typedef struct {  
    int day;  
    char month[3];  
    int year;  
} Date;
```

untuk mendeklarasikan variabel **dob** dengan tipe data Date:

Select one:

- ☐ year dob;
- ☐ Date dob;
- ☐ month dob;
- ☐ day dob;

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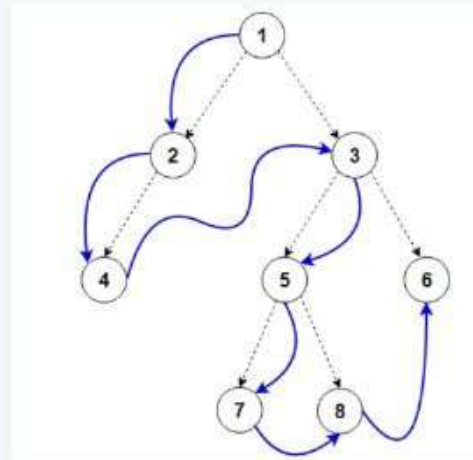
Question 29

Not yet answered

Marked out of 1.00

Flag question

Terdapat kunjungan gambar Tree dibawah ini:



Kunjungan di atas disebut sebagai :

Select one:

- ☐ Pre order
- ☐ Post order
- ☐ Level order
- ☐ In Order

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Question 30

Not yet answered

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Yang dimaksud dengan traversing pada linked list adalah

Select one:

- ☐ mengurutkan nilai node pada linked list dari besar ke kecil.
- ☐ menghapus nilai node satu persatu hingga habis.
- ☐ mengurutkan nilai node pada linked list dari kecil ke besar.
- ☐ menampilkan semua nilai node dari awal hingga akhir.

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Question 31

Not yet answered

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Struktur data queue mengikuti prinsip

Select one:

- ☐ first in first out (FIFO)
- ☐ first in last out (FILO)
- ☐ last in last out (LILO)
- ☐ last in first out (LIFO)

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Question 32

Not yet answered

Marked out of 1.00

Flag question

Sebuah tree dibangun menggunakan binary search tree (BST) dengan deretan input angka sbb: 8, 2, 17, 4, 7, 19, 21. Hasil post-order traversal dari tree tersebut:

Select one:

- ☐ 8 2 4 7 17 19 21
- ☐ 2 4 7 8 17 19 21
- ☐ 8 2 17 4 19 7 21
- ☐ 7 4 2 21 19 17 8

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Question 33

Not yet answered

Marked out of 1.00

Flag question

Hasil dari program dibawah ini adalah

```
#include<stdio.h>

void call(int,int,int);

int main(){ int a=10; call(a,a++,++a); return 0;}

void call(int x,int y,int z){ printf("%d %d %d",x,y,z);}
```

Select one:

- ☐ 10 11 12
- ☐ 12 12 12
- ☐ 12 11 11
- ☐ 12 11 12

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Question 34

Not yet answered

Marked out of 1.00

Flag question

Berapakah nilai dari ekspresi postfix berikut: 6 3 2 4 + - *

Select one:

☐ 18☐ 24☐ -18☐ 15

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Question 35

Not yet answered

Marked out of 1.00

Flag question

Jika suatu fungsi compDate berisi parameter-parameter d1 dan d2 dengan tipe data Date, mengembalikan nilai -1 jika $d1 < d2$, 0 jika $d1 = d2$, dan 1 jika $d1 > d2$, maka deklarasi prototipe fungsi tersebut adalah

Select one:

- ☐ void compDate(Date d1, Date d2);
- ☐ a. dan b. benar
- ☐ int compDate(Date d1, Date d2);
- ☐ a. dan b. salah

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Question 36

Not yet answered

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Ekspresi notasi infix dari notasi postfix $A B - A B + C D + * /$ adalah

Select one:

☐ $((A-B)*(A+B)*C/D)$ ☐ $((A-B)*(A+B))/(C+D)$ ☐ $(A-B)/((A+B)*(C+D))$ ☐ $(A-B)*(A+B)/(C+D)$

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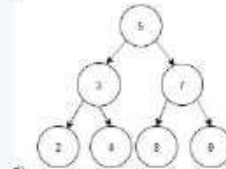
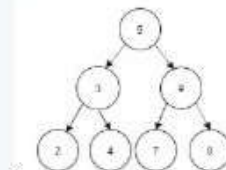
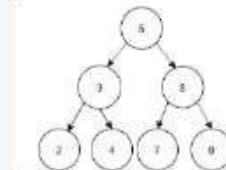
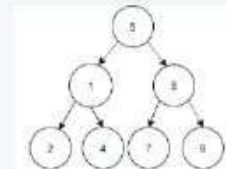
Question 37

Not yet answered

Marked out of 1.00

Flag question

Buatlah pohon pencarian biner (binary search tree) dengan menggunakan urutan postorder yang diberikan di bawah ini. Urutannya: 2, 4, 3, 7, 9, 8, 5.



Select one:

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Question 38

Not yet answered

Marked out of 1.00

Flag question

Ada dua variabel integer pada fungsi main yaitu a dan b. Jika sebuah fungsi swap untuk menukar nilai a dan b, maka perintah (statement) untuk memanggil fungsi swap:

Select one:

- ☐ swap(&a, &b);
- ☐ swap(&a, b);
- ☐ swap(a, b);
- ☐ swap(a, &b);

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Question 39

Not yet answered

Marked out of 1.00

Flag question

Jika sebuah pesan (string) **abaccda** akan dikodekan menggunakan kode Huffman, maka hasil pengkodean setiap karakter tersebut:

Select one:

- ☐ a: 0 b: 100 c: 11 d: 101
- ☐ a: 1 b: 100 c: 11 d: 010
- ☐ a: 1 b: 001 c: 00 d: 101
- ☐ a: 0 b: 001 c: 00 d: 101

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Question 40

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Jika msgPtr merupakan variabel pointer yang menunjuk ke suatu string dan suatu perintah `oldPtr = msgPtr`, dimana `oldPtr` mempunyai tipe yang sama dengan `msgPtr`, maka

Select one:

- ☐ semua jawaban benar.
- ☐ `oldPtr` mempunyai nilai string.
- ☐ `msgPtr` mempunyai nilai string.
- ☐ `msgPtr` mempunyai nilai yang sama dengan `oldPtr`.

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