

## Short Questions

1. (30 points)

```
2 #include <stdio.h>
3 typedef int Element;
4 #define LeftChild(i) (2*i+1)
5
6 /*Sort an array A of size N by constructing heap */
7 void HeapSort(Element A[], int N)
8 {
9     int i;
10    Element temp;
11    for(i=N/2;i>=0;i--)
12        PercolateDown(A,i,N);
13
14    for (i=N-1;i>0;i--)
15    {
16        temp = A[i];
17        A[i] = A[0];
18        PercolateDown(A,0,i);
19    }
20    return;
21 }
22
23 void PercolateDown(Element A[], int i, int N)
24 {
25     int child;
26     Element temp;
27     for(temp = A[i]; LeftChild(i) < N; i=child)
28     {
29         child = LeftChild(i);
30         if( (child != N-1) && (A[child+1] > A[child]) )
31         {
32             child++;
33         }
34         if(temp < A[child])
35             A[i] = A[child];
36         else
37             break;
38     }
39     A[i] = temp;
40     return;
41 }
42
43 // test code
44 int main()
45 {
```

```
46     int A[] = {34,23,78,27,82,94,55,13,12,100};
47     int N    = 10;
48
49     HeapSort(A,N);
50     for (int i = 0; i<N;i++)
51         printf("%d ", A[i]);
52     return 0;
53 }
```

Bhondu was sleepy in class and made some mistakes while copying HeapSort code. After the class he wrote a test code to test the code he has written.

a What would be the output of his code? (20M)

b Can you please help him fix the HeapSort code he has written? (10M)

2. (30 points)  $H$  is a binary min-heap of capacity  $N$ . It is already filled in  $N/2$  elements. A new random element comes in, and you need to insert it into  $H$ .
- a What is the average number of swaps required to complete this insertion in  $O(\cdot)$  terms? (10M)
  - b Prove the claim. (20M)

*if it is to be inserted at the bottom*

3. (40 points)

- a You are given an array of elements (Size  $N$  ) containing keys: true or false. Write a C code that makes this array with false keyed elements appearing before true. The algorithm should be stable and run in  $O(N)$  time. (35M)
- b How much extra memory you are using? (5M)