## Q1 a) A possible solution:

```
Insertion Sort (arr):

int [] sorted_a;

int j \( = 0; \)

int k \( = \arr. \size - 1; \)

for (int i = 0; i \( \arr. \size ; \int + 1): \)

if (\arr (i] = = 0)

sorted_a[j] \( = \arr (i]; \)

else

sorted_a[k] \( = \arr (i]; \)

k --;

(eturn sorted_a;
```

## Another possible solution:

```
Insertion Sort (arr):

int[] sorted-a;

int j = 0;

for (int i=0; i < arr. size; i++):

if (arr[i] == 0)

sorted-a[j] == arr[i];

while (j < arr. size):

sorted-a[j] == 1;

return sorted-a;
```

```
Topossible solution:

Insertion Sort (arr):

int [] sorted + arr;

int i + 0;

int j + arr size-1;

while (j > i):

if (arr[i] > arr[j])

swap (sorted, i, j);

i++;

j--;

else if (arr[j] == 0)

else if (arr[j] == 0)

else if (arr[i] == 1)

j--;
```

We we a Stack to Traverse the tree non-recursively. The algorithm is shown below, where T is a non-empty binary tree with nineles

Algorithmi, Apossible solution

let node be the noct of T;

let S be an initially empty Stack;

flug & Time

while flag do

if node & None then

S. push (nodo);

node & node. left;

else

if ! (S. empty ()) then

node & S. pop();

print (node. Item);

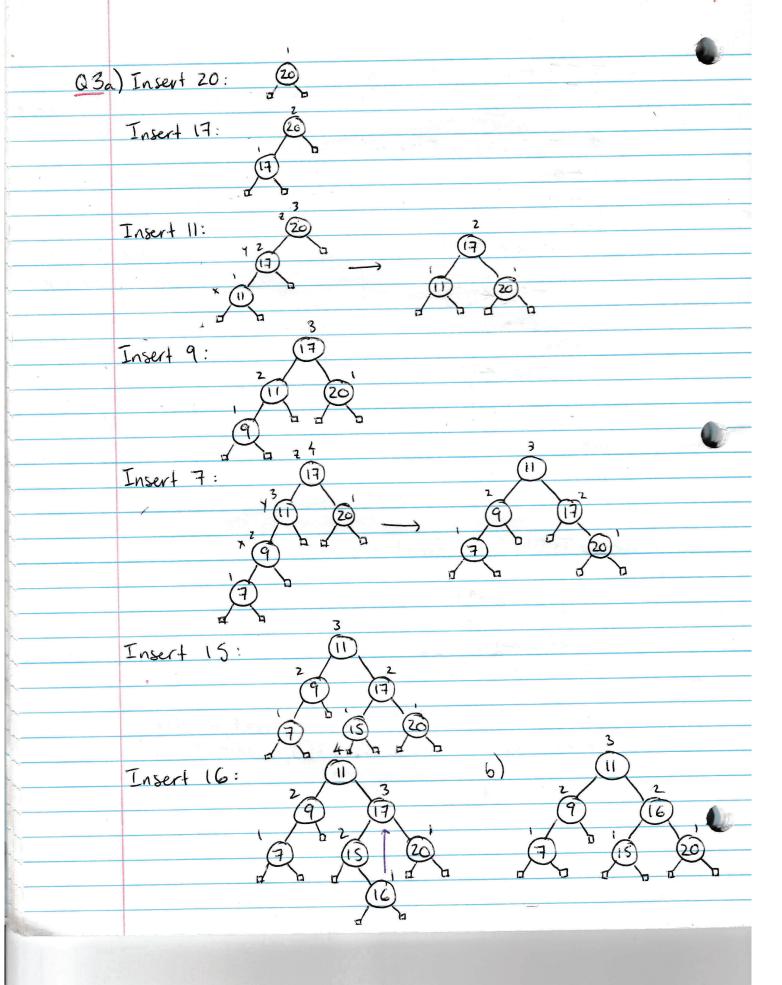
node & node. right;

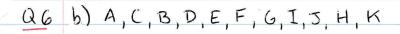
else

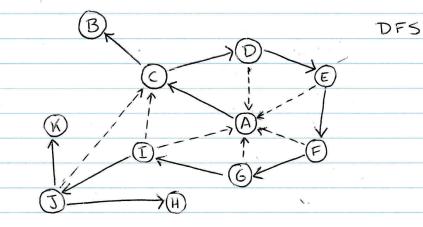
flag & false

Each node of T is pushed into S once and will be eventually removed from S.

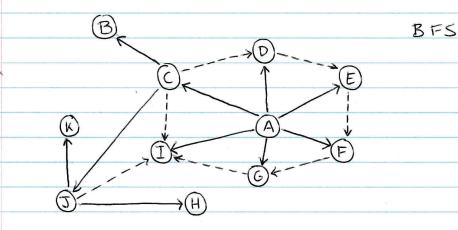
Since each statement inside the while-loop Can be done in O(1) the algorithm runs in O(n) overall time



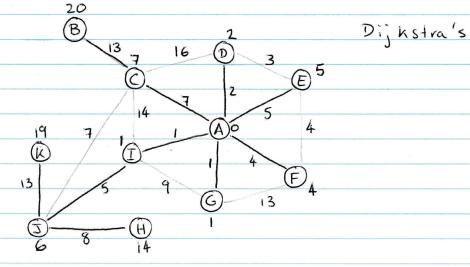




a) A, C, D, E, F, G, I, B, J, H, K



c) A,G,I,D,F,E,J,C,H,K,B



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