

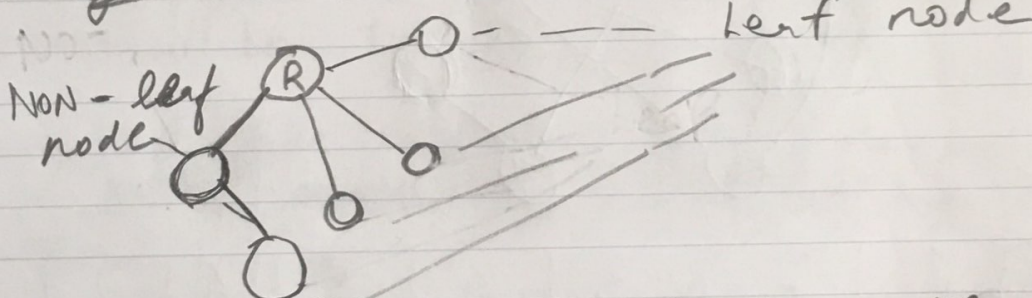
## Exam 1

Q 1

i. R, will have the maximum height. A height of any node is the number of edges from one node to its leaf. So, if R is the root then all the nodes are connected to it so, R will have the number of edges, hence the maximum height

ii There is not enough information to prove this. Because to find a depth of a node in a tree you would calculate the length from the Root, R, to L. In this case L is a random leaf node, and the original problem states "one root node R & several leaf and one non leaf"

This ~~graph~~ tree would look like



According to this graph L is a "Random" leaf node so it is not for certain it connects to "One - non leaf node" or part of one of the "several" leaf nodes. So we cannot come to the conclusion that L has the maximum depth.

iii The height of a tree can be calculated recursively. We can do this by first calculating the left & right subtrees' heights.

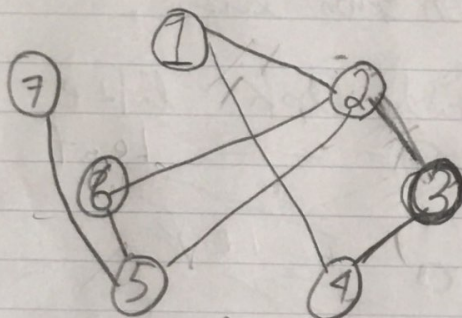


To do this

- (a) Size of right subtree
- (b) Size of left subtree

(c) The height will be the size of right + left + 1 and add it with (1) this will give the height of tree recursively.  
The best algorithm to use for this is a stack algorithm.

Q 2: 1-4, 1-2, 2-3, 2-5, 2-6, 4-3, 5-6, 5-7  
Undirected, 10 nodes



Nodes	1	2	3	4	5	6	7
1	0	1	0	1	0	0	0
2	1	0	1	0	1	1	0
3	0	1	0	1	0	0	0
4	1	0	1	0	0	0	0
5	0	1	0	0	0	1	1
6	0	1	0	0	1	0	0
7	0	0	0	0	1	0	0

2) The time complexity for adjacency matrix is  $O(n^2)$  since it's a undirected graph.



- ② The time complexity for the matrix is  $O(n^2)$   
 Since this is a undirected graph it still is  $O(n^2)$
- ③ This has the same reasoning as the last  
 the time complexity will be  $O(n^2)$

Q3 1 million integers in array randomly.  
 Each cell  $\rightarrow$  1 nano sec

- ① We would need to take each cell ~~then~~ on multiply  
 it by 1 million  
 Worst case is = 1 million \* 1 nano sec.

- ② It would not be any different if an array got sorted  
 as long as the time & no. of integers do not  
 change it will be 1 million \* 1 nano sec.

- ③ Yes, just like with most searches the binary search  
 will be better we can improve it by using  
 $O(\log n)$

④ Key-set = [81, 100, 55, 51, 62, 36]

Hash
1
2
3
4
5
6
7
8
9
10



$$S(K) = S(K) \% 15$$

Q4) [81, 102, 55, 51, 62, 36]

① Lin Probing

so  $81 \% 15 \rightarrow 6$

$102 \% 15 \rightarrow 12$

$55 \% 15 \rightarrow 10$

$51 \% 15 \rightarrow 6$  but full so 7

$62 \% 15 \rightarrow 2$

$36 \% 15 \rightarrow 6$  but full so 8

Index	Table
1	
2	62
3	
4	
5	
6	81
7	51
8	36
9	
10	55
11	
12	102
13	
14	
15	

This is 102

ii) Quad Probing

$81 \rightarrow 6$

$102 \rightarrow 12$

$55 \rightarrow 10$

$51 \rightarrow 6 \rightarrow 7$  insert in 7

$62 \rightarrow 2$

$36 \rightarrow 6 \rightarrow$  insert in 1 but full

so, next would be

out of bounds

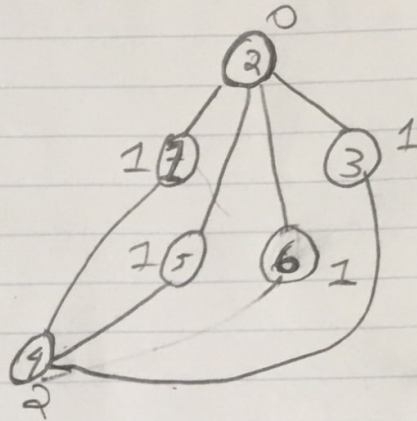
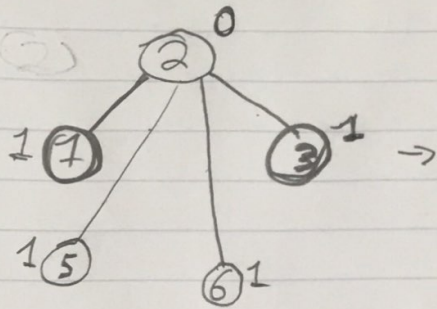
so in 0

Index	Table
1	36
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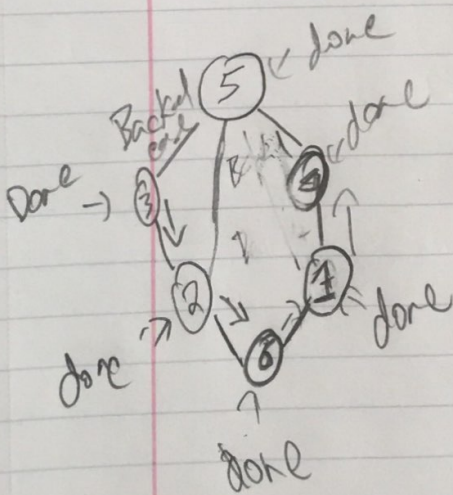
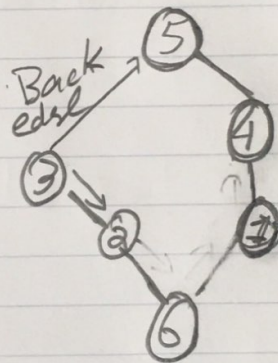
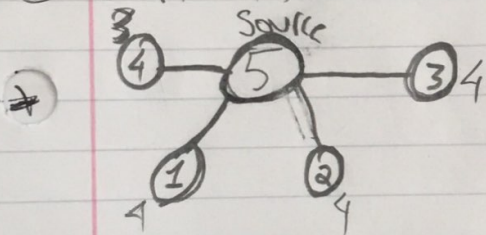




## Q5 ① Breadth First Search



## ⑥ Depth First Search



Back edges =  $(3,5), (6,3), (1,5), (2,3), (4,3)$