

CSD2181/2183 - Data Structure

Exercises

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Introduction – Data Structure Exercises



- Purpose: to reinforce what you have learned and practiced in lectures.
- The exercise session is conducted face to face in class.
- It consists of a few MCQs to be solved within class.
- Limited time is given for each question (answer will be discussed afterwards).
- You are required to login to ClassPoint with your student ID.
- So, bring along your laptop or devices with Internet access.
- Attendance is compulsory and there is no make up.
- Exercises are marked considering your overall performance in the module.



Exercise Graphs



9.1 All tree are graphs

- A. True
- B. False





9.1 All tree are graphs

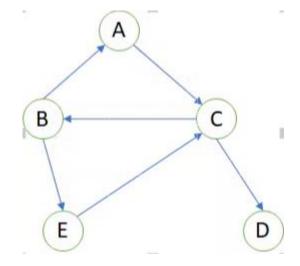
- A. True
- B. False

Tree is a special kind of graph (Trees are much simpler).



9.2 What is length of path from A to E?

- A. 1
- B. 2
- C. 3
- D. 4

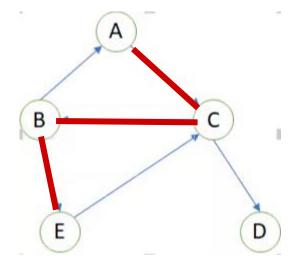






9.2 What is length of path from A to E?

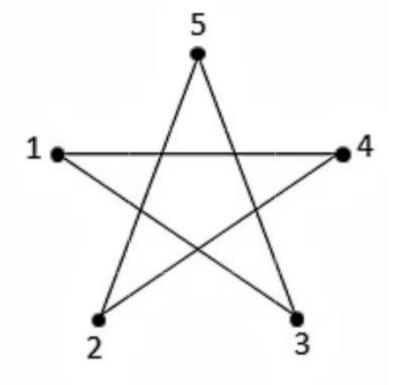
- **A.** 1
- B. 2
- C. 3
- D. 4





9.3 Who are the neighbors of vertex '2'?

- A. 1, 3, 4 and 5
- B. 4 and 1
- C. 1 and 3
- D. 4 and 5

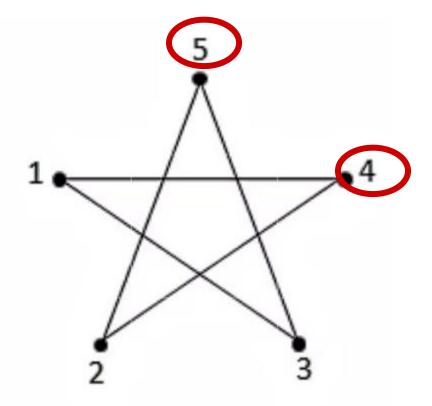






9.3 Who are the neighbors of vertex '2'?

- A. 1, 3, 4 and 5
- B. 4 and 1
- C. 1 and 3
- D. 4 and 5

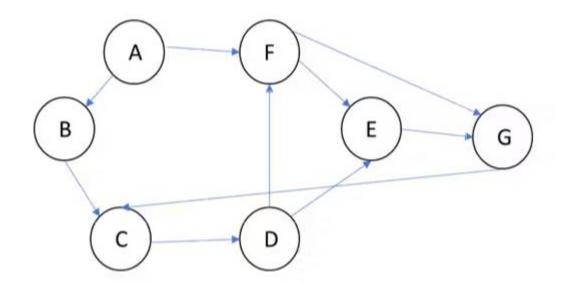


Direct edges from vertex 2 to vertex 4 and vertex 5



9.4 What are the first 4 nodes if you perform Breadth First Traversal starting from vertex A

- A. ABCD
- B. ABFC
- C. AFEG
- D. AFCD

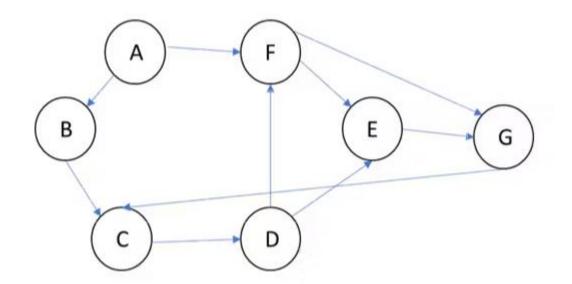






9.4 What are the first 4 nodes if you perform Breadth First Traversal starting from vertex A

- A. ABCD
- B. ABFC
- C. AFEG
- D. AFCD



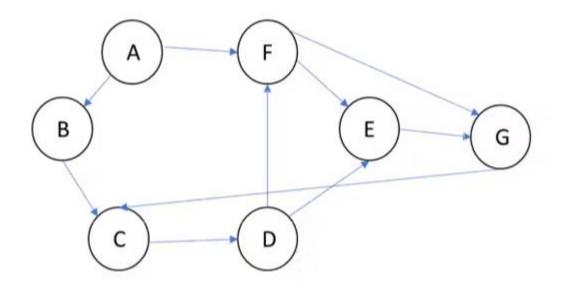
Container is a Queue:

A, BF, FC, CEG,



9.5 What are the first 4 nodes if you perform Depth First Traversal starting from vertex A

- A. ABCD
- B. ABFC
- C. AFEG
- D. AFCD

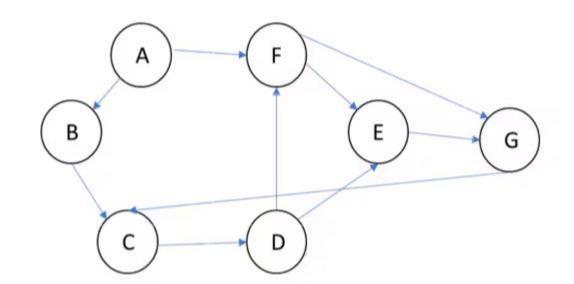






9.5 What are the first 4 nodes if you perform Depth First Traversal starting from vertex A

- A. ABCD
- B. ABFC
- C. AFEG
- D. AFCD



Container is a Stack:

A, BF, BGE, BGG, BGC, BGD, BGEF



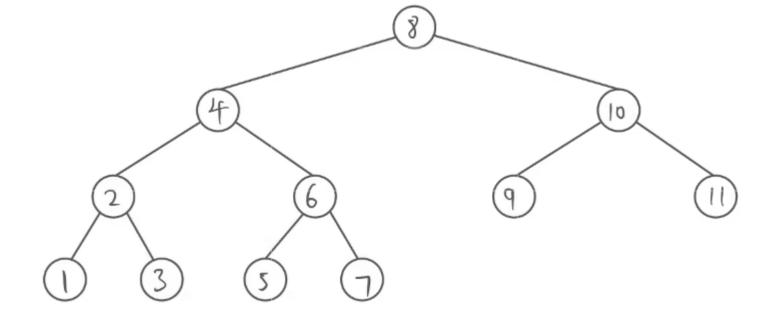
Exercise Heaps



9.6 Is this a valid heap?

A. Yes

B. No



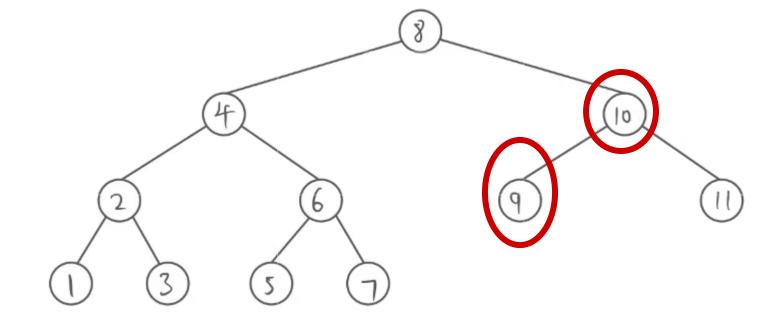




9.6 Is this a valid heap?

A. Yes

B. No



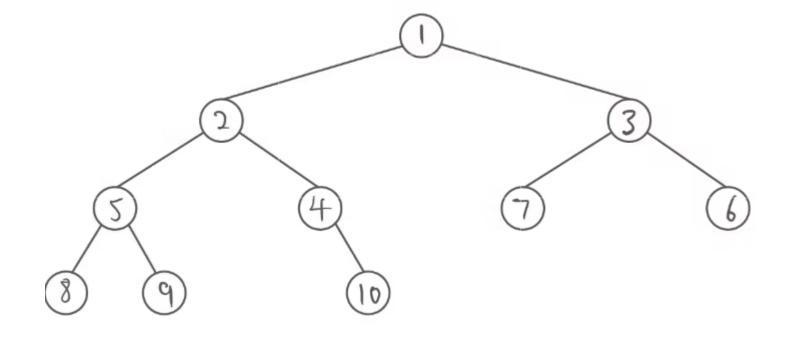
Order: every non-root node X, the value in the parent of X is less than (or equal to) the value in X. (MinHeap)



9.7 Is this a valid heap?

A. Yes

B. No



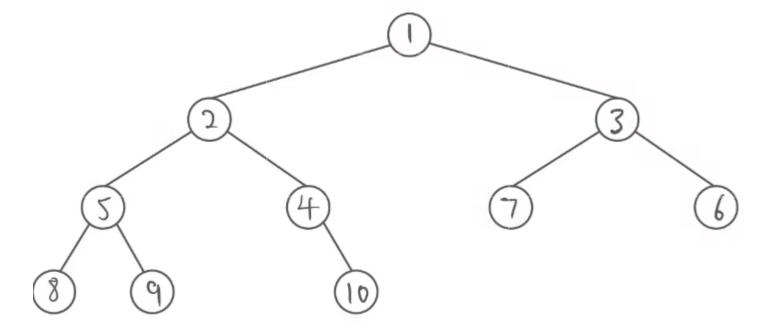




9.7 Is this a valid heap?

A. Yes

B. No



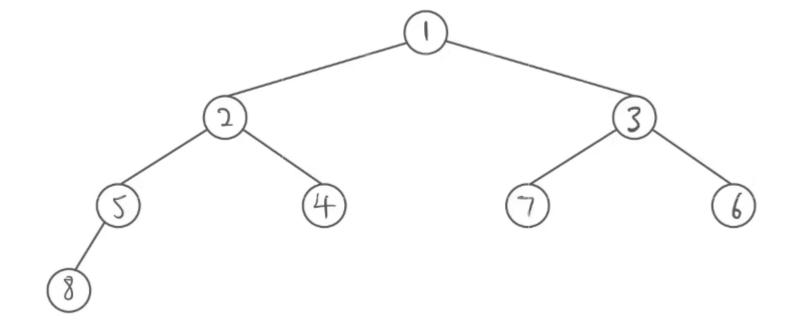
Structure: Complete Binary Tree



9.8 Is this a valid heap?

A. Yes

B. No



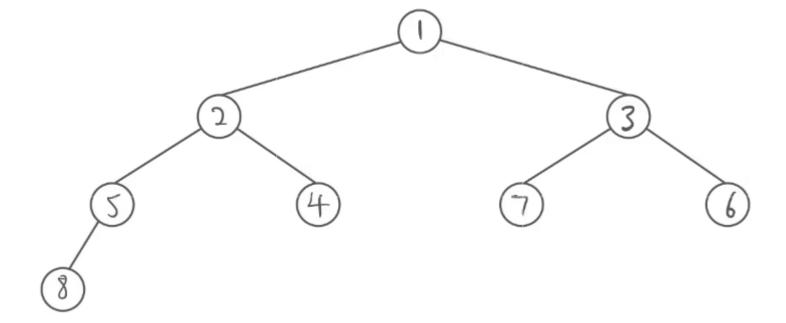




9.8 Is this a valid heap?

A. Yes

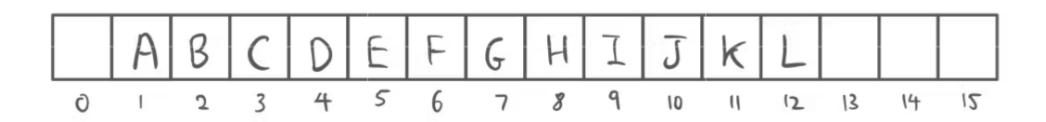
B. No





9.9 What is the left child of B?

- A. A
- B. C
- C. D
- D. E
- E. F
- F. G

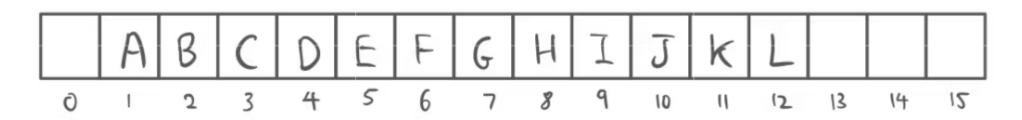






9.9 What is the left child of B?

- A. A
- B. C
- C. D
- D. E
- E. F
- F. G



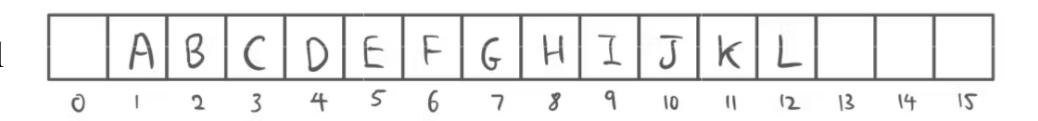
From node i:

left child: 2*i



9.10 What is the right child of E?

- A. F
- B. G
- C. J
- D. K
- E. L
- F. Null

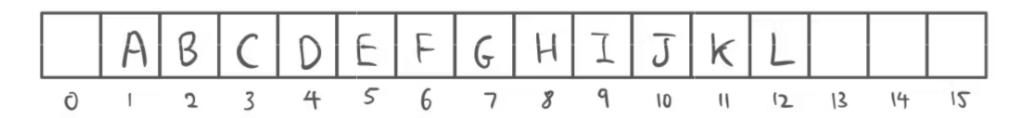






9.10 What is the right child of E?

- A. F
- B. G
- C. J
- D. K
- E. L
- F. Null



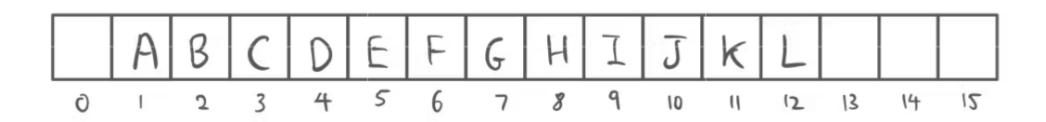
From node i:

right child: 2*i+1



9.11 What is the parent of I?

- A. C
- B. D
- C. E
- D. F
- E. G
- F. H

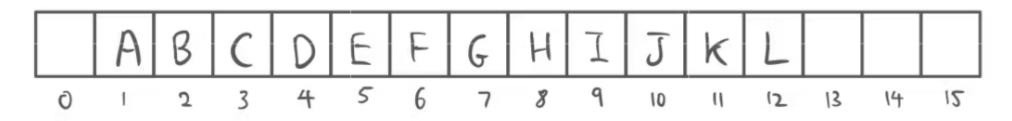






9.11 What is the parent of I?

- A. C
- B. D
- C. E
- D. F
- E. G
- F. H



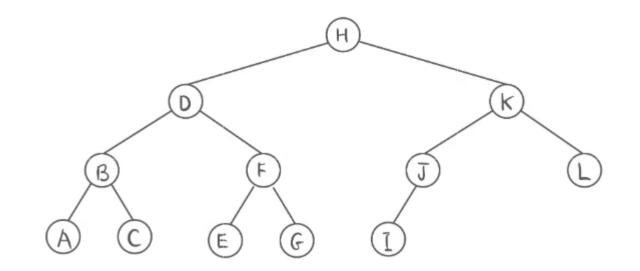
From node i:

parent: i/2



9.12 What is arr_[4]

- A. A
- B. B
- C. C
- D. E
- E. E
- F. F

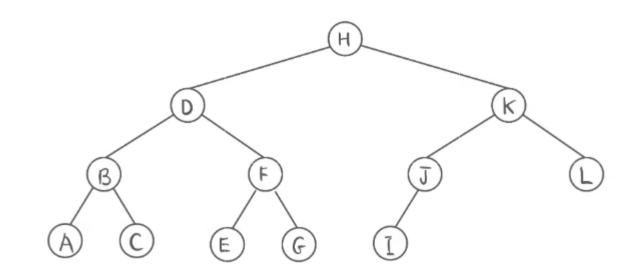






9.12 What is arr_[4]

- A. A
- B. B
- C. C
- D. E
- E. E
- F. F

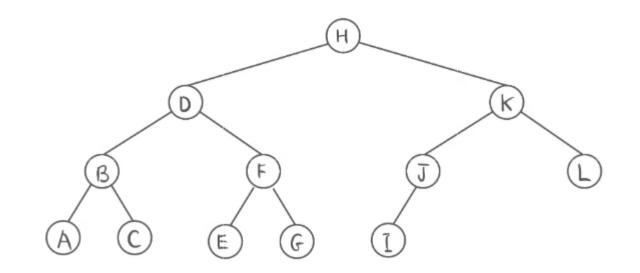


	Н	D	K	В	F	J	L	A	C	E	G	I	
0	1	2	3	4	5	6	7	8	9	10	11	12	13



9.13 What is arr_[8]

- A. A
- B. B
- C. C
- D. E
- E. E
- F. F

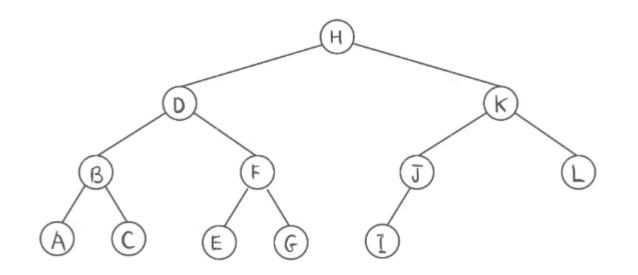






9.13 What is arr_[8]

- A. A
- B. B
- C. C
- D. E
- E. E
- F. F



	H	D	K	В	F	J	L	A	C	E	G	I	
0	1	2	3	4	5	6	7	8	9	10	11	12	13



9.14 How many swaps after Heap::insert(2)?

A. 0

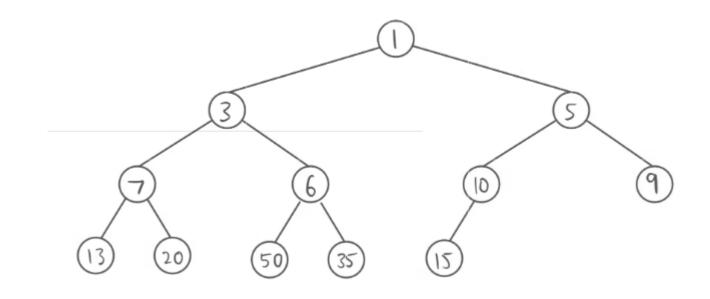
B. 1

C. 2

D. 3

E. 4

F. 5

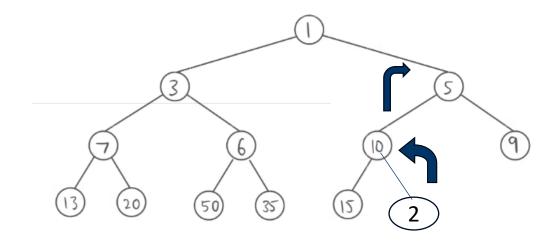






9.14 How many swaps after Heap::insert(2)?

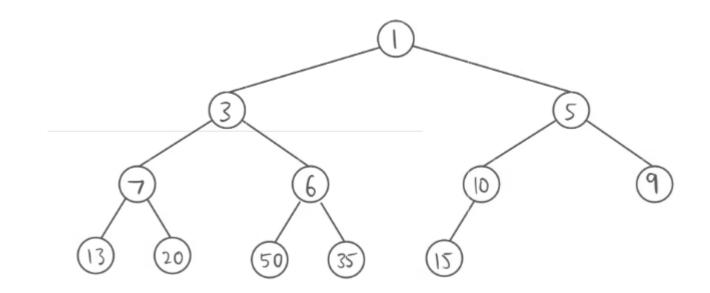
- A. 0
- B. 1
- C. 2
- D. 3
- E. 4
- F. 5

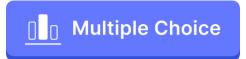




9.15 Where will 8 be after Heap::insert(8)?

- A. arr_[1]
- B. arr_[2]
- C. arr_[3]
- D. arr_[4]
- E. arr_[5]
- F. arr_[6]

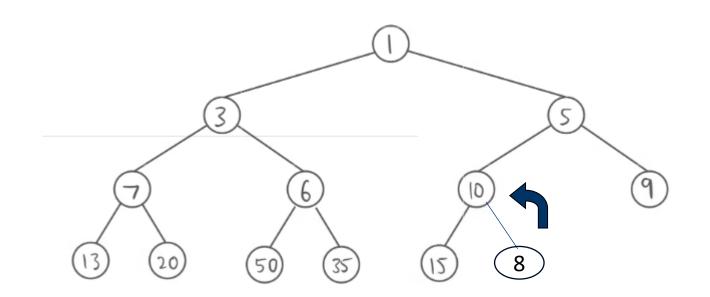






9.15 Where will 8 be after Heap::insert(8)?

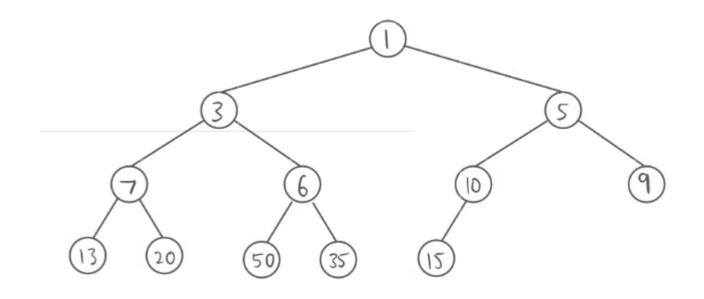
- A. arr_[1]
- B. arr_[2]
- C. arr_[3]
- D. arr_[4]
- E. arr_[5]
- F. arr_[6]

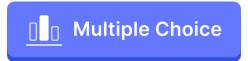




9.16 How many nodes will have changed after Heap::delete()?

- A. 0
- B. 1
- C. 2
- D. 3
- E. 4
- F. 5

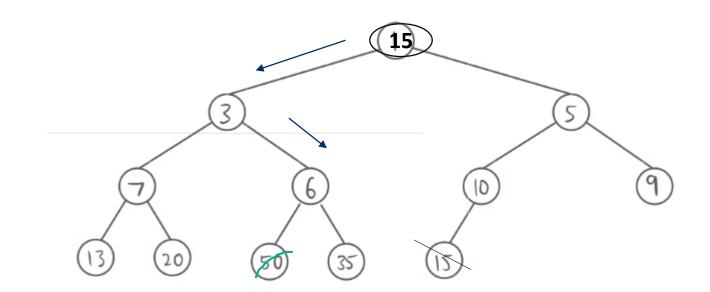






9.16 How many nodes will have changed after Heap::delete()?

- A. 0
- B. 1
- C. 2
- D. 3
- E. 4
- F. 5



Noes 3, 6, 15



9.17 What is the worst case time complexity of Heap::pop()?

- A. O(1)
- B. O(logn)
- C. O(n)
- D. O(nlogn)
- E. $O(n^2)$





9.17 What is the worst case time complexity of Heap::pop()?

- A. O(1)
- B. O(logn)
- C. O(n)
- D. O(nlogn)
- E. $O(n^2)$



9.18 Given 15, 4, 13, 2, 11, 8, 7, 5, 6, 1 create a heap using Floyd's method. Where will 8 be before the build heap method is called?

- A. arr_[10]
- B. arr_[7]
- C. arr_[8]
- D. arr_[4]
- E. arr_[5]
- F. arr_[6]





9.18 Given 15, 4, 13, 2, 11, 8, 7, 5, 6, 1 create a heap using Floyd's method. Where will 8 be before the build heap method is called?

A. arr_[10]

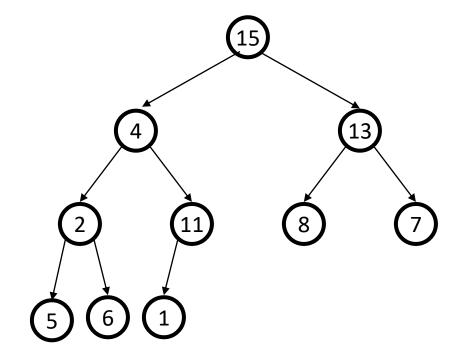
B. arr_[7]

C. arr_[8]

D. arr_[4]

E. arr_[5]

F. arr_[6]





9.19 Given 15, 4, 13, 2, 11, 8, 7, 5, 6, 1 create a heap using Floyd's method. Where will 15 be after the build heap method is called?

- A. arr_[10]
- B. arr_[7]
- C. arr_[8]
- D. arr_[4]
- E. arr_[5]
- F. arr_[6]





9.19 Given 15, 4, 13, 2, 11, 8, 7, 5, 6, 1 create a heap using Floyd's method. Where will 15 be before the build heap method is called?

- A. arr_[10]
- B. arr_[7]
- C. arr_[8]
- D. arr_[4]
- E. arr_[5]
- F. arr_[6]



9.20 You are in the 4th iteration of the Heap sort loop. Root will be replaced with which node?

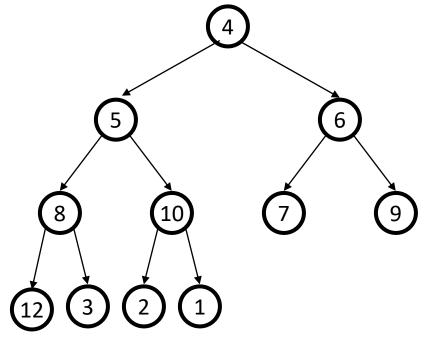
A. 10

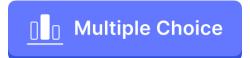
B. 12

C. 3

D. 2

E. 1







9.20 You are in the 4th iteration of the Heap sort loop. Root will be replaced with which node?

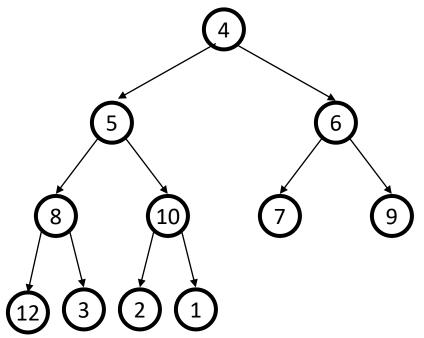
A. 10

B. 12

C. 3

D. 2

E. 1





The End