

Q1.

```
int maxElement(struct Queue *Q) {  
    int max = dequeue(Q);  
    int temp = max;  
    while (size(Q) > 0) {  
        temp = dequeue(Q);  
        if (temp > max)  
            max = temp;  
    }  
    enqueue(Q, temp);  
    return max;  
}
```

---

Q2.

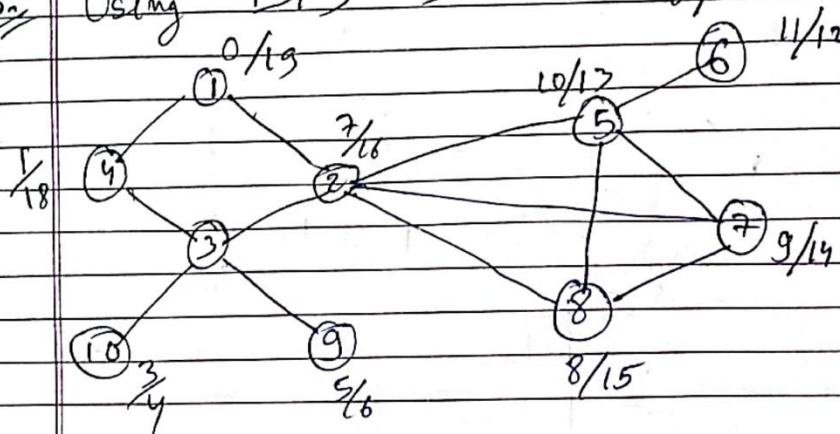
```
void mirrorTree(struct TreeNode *root)  
{  
    if(root == NULL)  
        return;  
    mirrorTree(root->left);  
    mirrorTree(root->right);  
    struct TreeNode *temp = root->left;  
    root->left = root->right;  
    root->right = temp;  
}
```

---

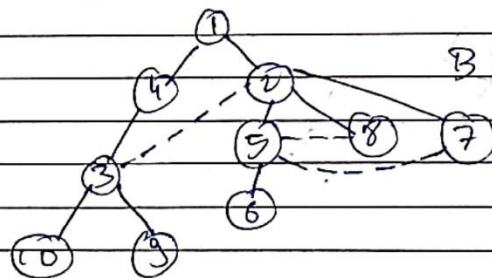
3<sup>rd</sup> on next page

Q3.

3. Using DFS  $\rightarrow$  Discovery / Finish



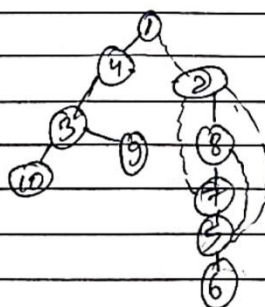
BFS Traversal  $\rightarrow$  Traversal order  $1 \rightarrow 4 \rightarrow 2 \rightarrow 3 \rightarrow 5 \rightarrow 8 \rightarrow 7 \rightarrow 10 \rightarrow 9 \rightarrow 6$



BFS spanning Tree

DFS Traversal - Traversal Order

$1, 4, 3, 10, 9, 2, 8, 7, 5, 6$



Q4.

IsTree():

mark u as visited;

for all vertex v which are adjacent with u:

if v is visited:

if isCycle(v, visited, u) return true

else if v  $\neq$  parent return true;

done

return false