Roll No)	••••
Total N	o, of Questi	ons : 091

[Total No. of Pages: 02

Paper ID [CS307]

(Please fill this Paper ID in OMR Sheet)

MAY-08

DESIGN OF ALGORITHM ANALYSIS & DESIGN (CS - 307)

Time: 03 Hours

Maximum Marks: 60

Instruction to Candidates:

- 1) Section - A is Compulsory.
- 2) Attempt any Four questions from Section - B.
- 3) Attempt any Two questions from Section - C.

Section - A

 $(10 \times 2 = 20)$

Q1)

- a) What are the various steps in the design of an algorithm?
- b) Is 2n + 1 = 0 (2n)?
- c) What is the worst case running time of Quick sort?
- d) What is time complexity?
- Define Non-deterministic algorithm. e)
- What are the conditions under which backtracking can be used? f) ·
- What is the order of Bubble Sort? g)
- What is a NP-Hard problem? h)
- What are Explicit & Implicit constraints? i)
- <u>j)</u> Give brief concept of Divide & Conquer.

Section - B

 $(4 \times 5 = 20)$

- Q2) Define Kruskal's algorithm.
- Q3) What is algorithm? Write the various performance analysis techniques of algorithm. Discuss advantages and disadvantages of each.

R-124 [2058]

P.T.O.

- **Q4)** Explain how to validate and analyze the algorithms.
- Q5) What is Greedy Method? State and write algorithm for Knapsack problem using Greedy Method.
- **Q6)** Write a string processing algorithm to identify whether a particular sequence of characters is there in the string or not.

Section - C

 $(2 \times 10 = 20)$

- **Q7)** What are approximation algorithms? Define absolute approximation and E-approximation with example.
- **Q8)** Explain the backtracking problem with 4 queens on a 4×4 chessboard.
- **Q9)** What do you mean by complexity of an algorithm? Define time and space complexity with examples.

