

School of Computing Second CIA Exam – May 2022

Course Code: CSE209 Course Name: Data Structures &

Algorithms

Duration: 90 minutes Max Marks: 50

PART A

Answer all the questions

 $(10 \times 2 = 20)$

1. Write an algorithm to insert an element into linked queue Algorithm ENQUEUE(FRONT, REAR, x)

- 1. T = GETNODE()
- 2. $T \rightarrow data = x$
- 3. $T \rightarrow link = NULL$
- 4. if FRONT = NULL
- 5. FRONT = REAR = T
- 6. else
- 7. $REAR \rightarrow link = T$
- 8. REAR = T
- 9. return
- 2. Write an algorithm to insert an element into beginning of a circular singly linked list.

 $Algorithm\ INSERT_AT_BEG_CSLL(FIRST, LAST, x)$

- 1. T = GETNODE()
- 2. $T \rightarrow data = x$
- 3. $T \rightarrow link = NULL$
- 4. if FIRST = NULL
- 5. $T \rightarrow link = T$
- 6. FIRST = LAST = T
- 7. *else*
- 8. $T \rightarrow link = FIRST \rightarrow link$
- 9. $LAST \rightarrow link = T$
- 10. FIRST = T
- 11. return
- 3. Draw the singly linked list representation for the following polynomial: $P = 4x^{30}+17x^{13}+2x^4$

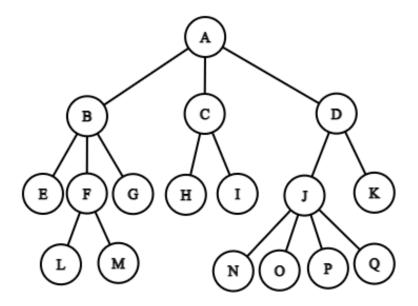
FIRST
$$\rightarrow$$
 30 4 \rightarrow 13 17 \rightarrow 4 2 NULL \leftarrow LAST

4. Let T be the address of the node to be deleted from a non-empty doubly linked list. Write the pseudocode to delete the node T.

$Algorithm\ DELETE_NONEMPTY_DLL(FIRST, LAST, T)$

```
if T \rightarrow prev \neq NULL
1.
2.
            T \rightarrow prev \rightarrow next = T \rightarrow next
3.
      else
4.
            FIRST = T \rightarrow next
           if\ FIRST\ \neq NULL
5.
               FIRST \rightarrow prev = NULL
6.
7.
      if T \rightarrow next \neq NULL
           T \rightarrow next \rightarrow prev = T \rightarrow prev
8.
9.
      else
10.
           LAST = T \rightarrow prev
11.
           if LAST \neq NULL
12.
               LAST \rightarrow next = NULL
13. RETNODE(T)
14. return
```

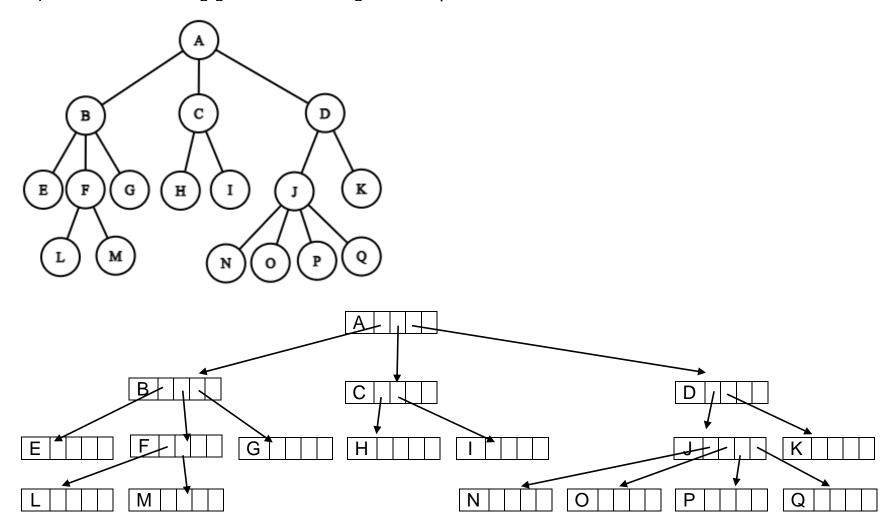
5. Write the parenthetical representation for the following general tree:



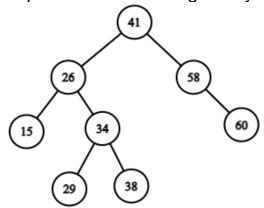
Parenthetical Representation:

$$(A (B (E, \dot{F} (L, M), G), C (H, I), D(J (N, O, P, Q), K)))$$

6. Represent the following general tree using linked representation

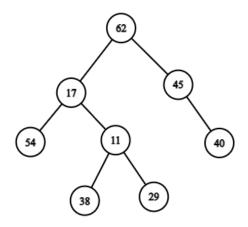


7. Represent the following binary tree as a sequential array.



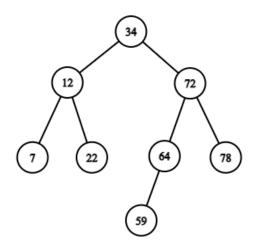
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
41	26	58	15	34	-	60	-	-	29	38	-	-	-	-

8. Find the inorder traversal for the following binary tree:



Inorder Traversal: 54, 17, 38, 11, 29, 62, 45, 40

9. Construct a binary search tree for the following input sequence: 34, 72, 12, 64, 59, 78, 22, 7



10. Write an algorithm to find minimum element in a binary search tree.

```
Algorithm BST_MINIMUM(ROOT)
```

```
1. if ROOT = NULL
```

- 2. *Print* Empty BST
- 3. return
- 4. T = ROOT
- 5. while $T \rightarrow lchild \neq NULL$
- 6. $T = T \rightarrow lchild$
- 7. $return T \rightarrow data$

PART B

Answer any THREE questions

 $(3 \times 10 = 30)$

11. Write the algorithm for adding two polynomials represented using singly linked list that store non-zero terms.

```
Algorithm INSERT_AT_LAST(P, coef, exp)
```

```
// To insert a new term of the polynomial at end
```

- 1. $n = Allocate_Node()$
- 2. $n \rightarrow coef = coef$
- 3. $n \rightarrow exp = exp$
- 4. $n \rightarrow link = NULL$
- 5. if P.First = NULL
- 6. $n \rightarrow link = P.First$
- 7. P.First = P.Last = n
- 8. Else
- 9. $n \rightarrow link = P.Last \rightarrow link$
- 10. $P.Last \rightarrow link = n$
- 11. P.Last = n
- 12. Return P

Algorithm $ADD_POLY(P, Q)$

```
// Adding two polynomials P and Q.
```

- 1. R.First = R.Last = NULL
- 2. t1 = P
- 3. t2 = 0
- 4. While t1! = NULL and t2! = NULL
- 5. If $t1 \rightarrow exp > t2 \rightarrow exp$
- 6. $R = INSERT_AT_LAST(R, t1 \rightarrow coef, t1 \rightarrow exp)$
- 7. $t1 = t1 \rightarrow link$
- 8. Else if $t1 \rightarrow exp < t2 \rightarrow exp$
- 9. $R = INSERT_AT_LAST(R, t2 \rightarrow coef, t2 \rightarrow exp)$

```
10.
            t2 = t2 \rightarrow link
11.
         Else
12.
            coef = t1 \rightarrow coef + t2 \rightarrow coef
            exp = t1 \rightarrow exp
13.
13.
14.
            If coef! = 0
                 R = INSERT\_AT\_LAST(R, coef, t2 \rightarrow exp)
15.
16.
            t1 = t1 \rightarrow link
            t2 = t2 \rightarrow link
17.
18. While t1! = NULL
19.
         R = INSERT\_AT\_LAST(R, t1 \rightarrow coef, t1 \rightarrow exp)
20.
         t1 = t1 \rightarrow link
21. While t2! = NULL
         R = INSERT\_AT\_LAST(R, t2 \rightarrow coef, t2 \rightarrow exp)
22.
23.
         t2 = t2 \rightarrow link
24. Return R
```

12. Write the algorithms to perform insertion, deletion, and search operations in an ordered singly linked list with head node.

Algorithm $INSERT_ORD_SLL(HEAD, x)$

```
// Inserting an element \boldsymbol{x} into an ordered singly linked list with head node
```

```
1. T = GETNODE()

2. T \rightarrow data = x

3. T \rightarrow link = NULL

4. prev = NULL

5. cur = HEAD

6. while\ cur \rightarrow link \neq NULL\ and\ cur \rightarrow link \rightarrow data \leq x

7. prev = cur

8. cur = cur \rightarrow link

9. T \rightarrow link = cur \rightarrow link

10. cur \rightarrow link = T

11. return
```

$Algorithm SEARCH_ORD_SLL(HEAD, x)$

//Searching for an element x in an ordered singly linked list with head node

```
1. cur = HEAD \rightarrow link

2. count = 1

3. while \ cur \neq NULL \ and \ cur \rightarrow data \neq x

4. count = count + 1

5. cur = cur \rightarrow link

6. if \ cur = NULL
```

```
7. print "Element not found"
8. else
9. print "Element found at position", count
10. return
```

Algorithm DELETE_ORD_SLL(HEAD, x)

//Deleting an element x in an ordered singly linked list with head node

```
1. prev = HEAD
2. cur = HEAD \rightarrow link
3. while cur \neq NULL and cur \rightarrow data \neq x
4.
          prev = cur
5.
          cur = cur \rightarrow link
6. if cur = NULL
         print "Element not found"
7.
8. else
9.
         T = cur
10.
         prev \rightarrow link = cur \rightarrow link
         RETNODE(T)
11.
12. return
```

13. Write the algorithms to perform insertion at beginning, insertion at end, insertion at specific location into a circular doubly linked list.

$Algorithm\ INSERT_AT_BEG_CDLL(FIRST, LAST, x)$

```
// Inserting an element x at the begining of a circular doubly linked list
    1.
          T = GETNODE()
    2.
          T \rightarrow data = x
          T \rightarrow prev = T \rightarrow next = NULL
    3.
          if FIRST = NULL
    5.
              T \rightarrow prev = T \rightarrow next = T
    6.
              FIRST = LAST = T
    7.
          else
    8.
              T \rightarrow prev = LAST
              T \rightarrow next = FIRST
    9.
    10.
              LAST \rightarrow next = T
    11.
              FIRST \rightarrow prev = T
    12.
              FIRST = T
    13. return
```

Algorithm INSERT_AT_END_CDLL(FIRST, LAST, x)

// Inserting an element x at the begining of a circular doubly linked list

```
2.
          T \rightarrow data = x
          T \rightarrow prev = T \rightarrow next = NULL
          if FIRST = NULL
     5.
               T \rightarrow prev = T \rightarrow next = T
     6.
              FIRST = LAST = T
     7.
           else
     8.
             T \rightarrow prev = LAST
     9.
               T \rightarrow next = FIRST
     10.
              LAST \rightarrow next = T
     11.
              FIRST \rightarrow prev = T
     12.
              LAST = T
     13. return
Algorithm INSERT_AT_POS_CDLL(FIRST, LAST, x, p)
// Inserting an element x at given a position p of a circular doubly linked list
     1.
           T = GETNODE()
     2.
           T \rightarrow data = x
          T \rightarrow prev = T \rightarrow next = NULL
     3.
          if FIRST = NULL // Insert in empty CDLL
     5.
               T \rightarrow prev = T \rightarrow next = T
              FIRST = LAST = T
     6.
     7.
              return
     8. if p = 1
                                   // Insert as first node
           T \rightarrow prev = LAST
     9.
     10.
              T \rightarrow next = FIRST
     11. LAST \rightarrow next = T
12. FIRST \rightarrow prev = T
           FIRST = T
     13.
     14.
             return
     15. count = 1
     16. cur = FIRST
     17. while cur \rightarrow next \neq FIRST and count 
     18.
               count = count + 1
     19.
               cur = cur \rightarrow next
     20. T \rightarrow prev = cur
     21. T \rightarrow next = cur \rightarrow next
     22. cur \rightarrow next \rightarrow prev = T
     23. cur \rightarrow next = T
     24. if LAST = cur
     25.
                LAST = T
     26. return
```

1.

T = GETNODE()

14. Write the algorithms to perform insertion, search, and preorder, inorder, and postorder traversals in a binary search tree

Algorithm INSERT_BST(ROOT, x)

```
// To insert a new element x into a BST
1.
     T = GETNODE()
2.
     T \rightarrow data = x
     T \rightarrow lchild = T \rightarrow rchild = NULL
3.
4.
     if ROOT = NULL
5.
        ROOT = T
6.
        return
7.
     parent = NULL
8.
     cur = ROOT
9.
     while cur \neq NULL
10.
          parent = cur
11.
          if x < cur \rightarrow data
12.
             cur = cur \rightarrow lchild
13.
         else if x > cur \rightarrow data
             cur = cur \rightarrow rchild
14.
15.
         else
16.
             Print "Duplicate value. Cannot insert"
17.
             return
18. if x < parent \rightarrow data
19.
        parent \rightarrow lchild = T
20. else
21.
        parent \rightarrow rchild = T
22.
      return
Algorithm SEARCH_BST(ROOT, x)
// To find an element x in the BST
1.
     if ROOT = NULL
2.
        print "Empty Binary Search Tree."
3.
         return
     cur = ROOT
4.
5.
     while cur \neq NULL
6.
          if x < cur \rightarrow data
7.
             cur = cur \rightarrow lchild
8.
         else if x > cur \rightarrow data
9.
             cur = cur \rightarrow rchild
10.
        else
```

- 11. Print "Element Found"
- 12. return
- 13. Print "Element Not Found"
- 14. return root

Algorithm INORDER(T)

// To traverse the BST in inorder: Left, Data, Right

- 1. if $T \neq NULL$
- 2. $Inorder(T \rightarrow lchild)$
- 3. Print $T \rightarrow data$
- 4. $Inorder(T \rightarrow rchild)$

Algorithm PREORDER(T)

// To traverse the BST in preorder: Data, Left, Right

- 1. if $T \neq NULL$
- 2. Print $T \rightarrow data$
- 3. $Preorder(T \rightarrow lchild)$
- 4. $Preorder(T \rightarrow rchild)$

Algorithm POSTORDER(T)

// To traverse the BST in postorder: Left, Right, Data

- 1. if $T \neq NULL$
- 2. $Postorder(T \rightarrow lchild)$
- 3. $Postorder(T \rightarrow rchild)$
- 4. Print $T \rightarrow data$