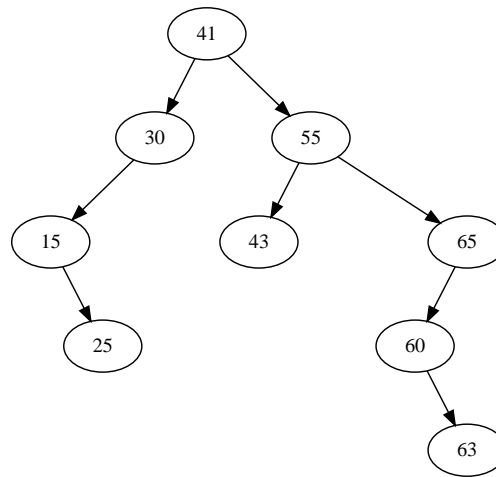


1. (5 points) Considering the BST below:



What is the output of a postorder traversal that, for each visit, prints the *depth* of the node?

- A. 3, 2, 1, 2, 4, 3, 2, 1, 0
- B. 3, 2, 3, 2, 1, 4, 2, 1, 0
- C. None of the others
- D. 3, 2, 1, 0, 4, 3, 2, 1, 0
- E. 4, 2, 1, 0, 1, 3, 2, 1, 0

1. \_\_\_\_\_

2. (5 points) Consider an empty hash table of length 11, in which keys 17, 22, 11, 36, 28, 41, 19, 30 are inserted with  $h(x) = (x+5) \bmod 11$  and separate chaining. What is the total number of *collisions*?

2. \_\_\_\_\_

3. (5 points) Indicate the sum of the values corresponding to all statements that are **True**. Mark 0 if none are **True**:

- (1) A binary heap is a complete binary tree
- (2)  $2^h$  is the minimum number of nodes in a binary heap of height  $h$
- (4) Traversing a BST using *pre-order* results in a sorted list of keys
- (8) In a max-heap each key is greater or equal to the keys of all ancestors

3. \_\_\_\_\_

4. (5 points) A post-order traversal of a *max-heap* with 7 elements is  $1, 2, \dots, 6, 7$ . What is the sum of all keys in nodes of height  $h = 2$ ?

4. \_\_\_\_\_

5. (5 points) Indicate the sum of the values corresponding to all statements that are **True**. Mark 0 if none are **True**:

- (1) A binary heap is a complete BST
- (2) Any complete tree can be efficiently represented as an array
- (4) The worst-case performance of finding the largest element of a BST is  $\Theta(1)$
- (8) The best-case performance of finding the smallest element in a BST is  $\Theta(1)$

5. \_\_\_\_\_