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CSCI 2270 - Gupta, Trivedi, Zagrodzki - CS2: Data Structures

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Started on	Sunday, 17 February 2019, 11:57 PM
State	Finished
Completed on	Monday, 18 February 2019, 12:11 AM
Time taken	13 mins 39 secs
Grade	8.00 out of 10.00 (80%)

Question 1

Correct

Mark 1.00 out of 1.00

Given the following structure definitions, what is the correct way to print the person's birth year?

```
struct DateType
{
    int day;
    int month;
    int year;
};

struct PersonType
{
    int age;
    float weight;
    DateType birthday;
};

PersonType person;
```

Select one:

☐ a. cout << year;

☐ b. cout << person.year;

☒ c. cout << person.birthday.year;

☐ d. cout << birthday.year;

The correct answer is: cout << person.birthday.year;

https://moodle.cs.colorado.edu/mod/quiz/review.php?attempt=394952&cmid=35153

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Incorrect

Mark 0.00 out of 1.00

```
void CalculateCost(int count, float& subTotal, float& taxCost){
    if(count<10){
        subTotal = count * 0.50;
    }
    else{
        subTotal = count * 0.20;
    }
    taxCost = 0.1 * subTotal;
}

int main(){
    float tax = 0.0, subTotal = 0.0;
    CalculateCost(15,subTotal,tax);
    cout<<"The cost for 15 items is"<<subTotal<<" , and the tax for"<<subTotal<<"is"
    <<tax<<endl;
    return 0;
}
```

Select one:

a. The cost for 15 items is 3.00, and the tax for 3.00 is 0.00;

×

b. The cost for 15 items is 0.00, and the tax for 3.00 is 0.30;

c. The cost for 15 items is 3.00, and the tax for 3.00 is 0.30;

d. The cost for 15 items is 0.00, and the tax for 3.00 is 0.00;

The correct answer is: The cost for 15 items is 3.00, and the tax for 3.00 is 0.30;

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Schedules

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Correct

Mark 1.00 out of 1.00

```
struct Node {
    int key;
    Node *next;
};
```

10 -> 20 -> 30 -> 10 -> 10 -> 50 -> 10 -> NULL

What will be the output of following pseudo-code? Consider head is the pointer to the first node of above linked list.

```
Node *walker = head;
int count = 0;
while(walker!= NULL && count < 3) {
    if(walker->key == 10) {
        count = count + 1;
    }
    walker = walker->next;
}
cout << walker->key  << endl;
```

Select one:

☐ a. 10

☐ b. 4

☒ c. 50

☐ d. 20

Your answer is correct.

The correct answer is: 50

Question 4

Correct

Mark 1.00 out of 1.00

Assume you're given the following sentence and a Stack class with push and pop operations that push a word onto the stack and pop a word from the stack respectively. **Whenever you pop a word from the stack, you add it to a Message Board to display it.** Process the words in the following sentence from left to right and show what is displayed on the Message Board with words separated by spaces.

"Life is either a daring adventure or nothing"

What is displayed on the **Message Board** after the following sequence of operations:

1. push(Life)

2. push(is)

3. push(either)

4. pop()

5. pop()

6. push(a)

7. pop()

8. push(daring)

9. push(adventure)

10. pop()

11. pop()


12. push(or)

13. push(nothing)

14. pop()

Answer: either is a adventure daring nothing

The correct answer is: either is a adventure daring nothing



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Correct

Mark 1.00 out of 1.00

```
q.enqueue(1);
q.enqueue(5);
q.enqueue(6);
q.dequeue();
q.enqueue(3);
q.enqueue(4);
q.enqueue(8);
q.dequeue();
q.dequeue();
```

Select one:

☒ a. 3,4,8

☐ b. 1,5,3

☐ c. 1,5,6

☐ d. 5,6,8

Your answer is correct.

The correct answer is: 3,4,8

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Correct

Mark 1.00 out of 1.00

questions below (queue size is 6):

Enqueue(5)
Enqueue(3)
Dequeue()
Enqueue(12)
Enqueue(9)
Dequeue()
Dequeue()
Enqueue(11)
Enqueue(17)
Dequeue()

What value does the First dequeue remove from the queue?

5

✓

What value does the Second dequeue remove from the queue?

3

✓

What value does the Third dequeue remove from the queue?

12

✓

What value does the Forth dequeue remove from the queue?

9

✓

Display the final values in the queue: if there isn't a number in one of the positions, put in a -1.
For example, if there's nothing in Q[i], Q[i] = -1

	0	1	2	3	4	5
Q	-1	-1	-1	-1	11	17
	✓	✓	✓	✓	✓	✓

Your answer is correct.



Incorrect

Mark 0.00 out of 1.00

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```
private:
    struct Node
    {
        int key;
        Node *next;
    };

    Node* queueFront;
    Node* queueEnd;

public:
    QueueLL();
    ~QueueLL();
    bool isEmpty();
    void enqueue(int key);
    void dequeue();
    int peek();
    void printq();
};

void QueueLL::enqueue(int key)
{
    Node *nn = new Node;
    nn->key = key;
    nn->next = nullptr;
    if (isEmpty()){
        queueFront = nn;
        queueEnd = nn;
    }
    else{
        queueEnd->next = nn;
    }
}
```

What is the problem in this enqueue function ?

Select one:

- ☐ a. QueueEnd doesn't always point to the last element
- ☐ b. This function works without any problem
- ☒ c. New element doesn't be pointed
- ☐ d. QueueFront doesn't always point to the first element

Your answer is incorrect.

The correct answer is: QueueEnd doesn't always point to the last element





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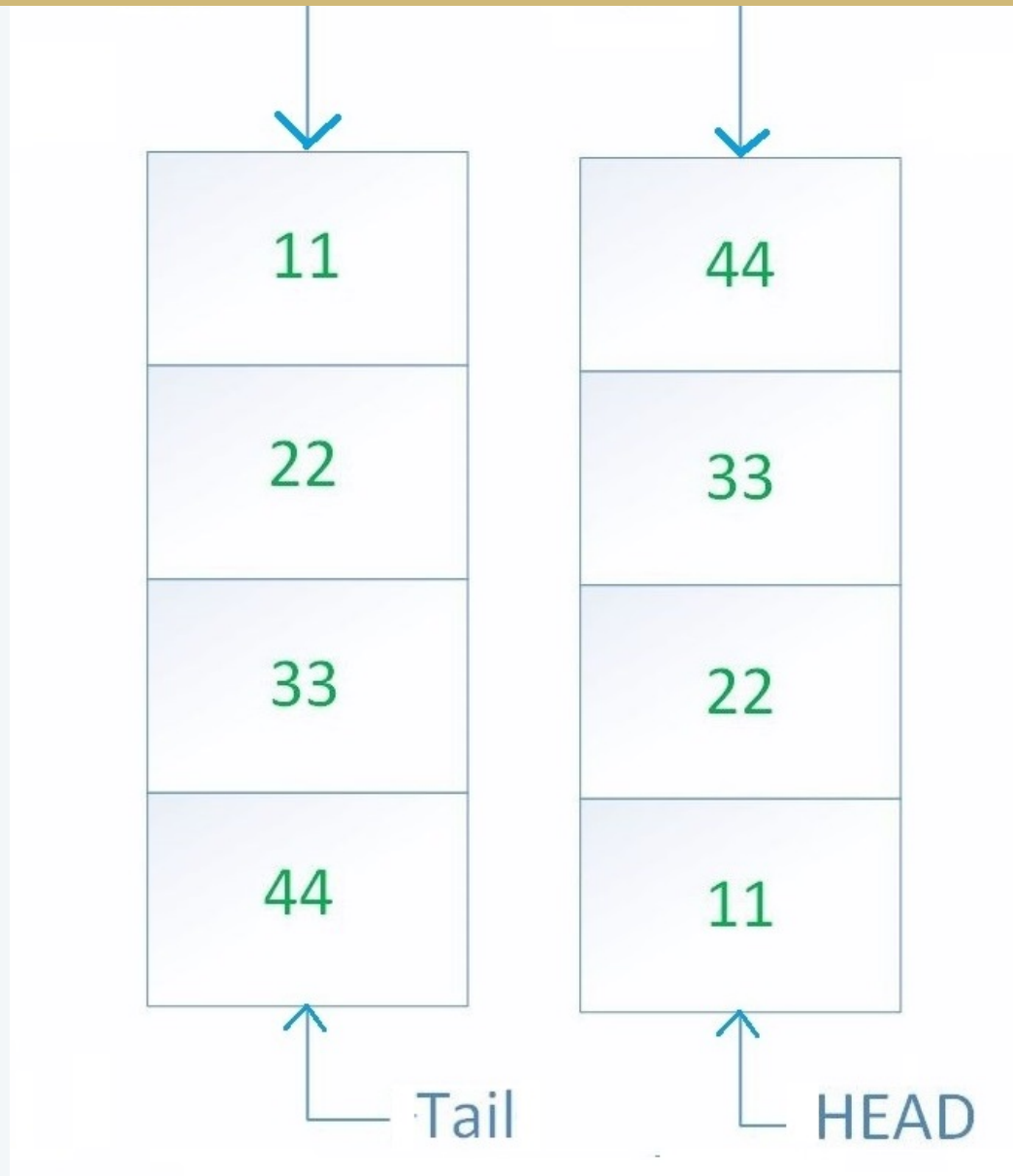
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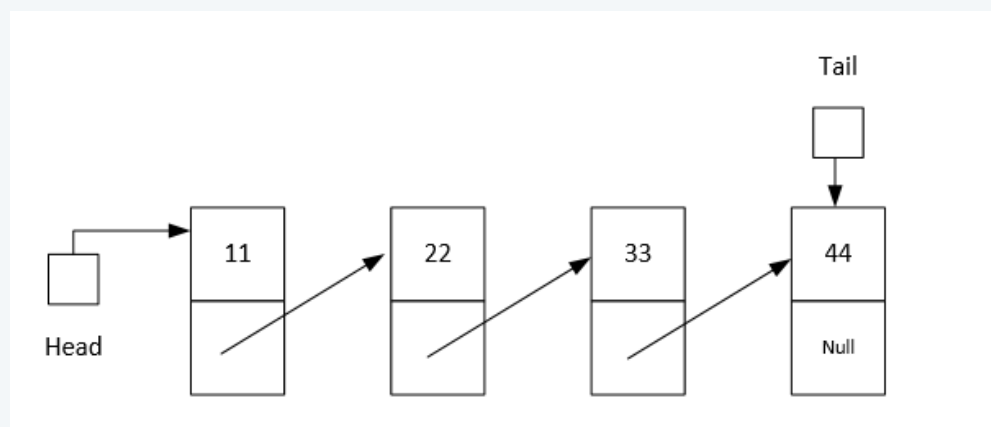
Correct

Mark 1.00 out of 1.00

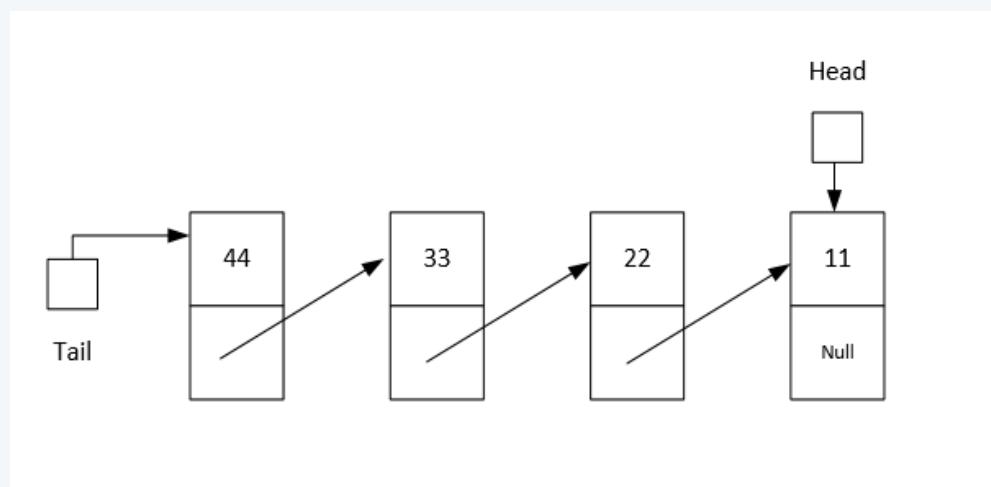


We want to implement this queue by linked list. Which one is more efficient to implement it ? (consider enqueue and dequeue, note that enqueue happens at tail and dequeue happens at head)

Option 1: head->11->22->33->44<-tail



Option 2: tail->44->33->22->11<-head



Select one:

☒ a. Option 1



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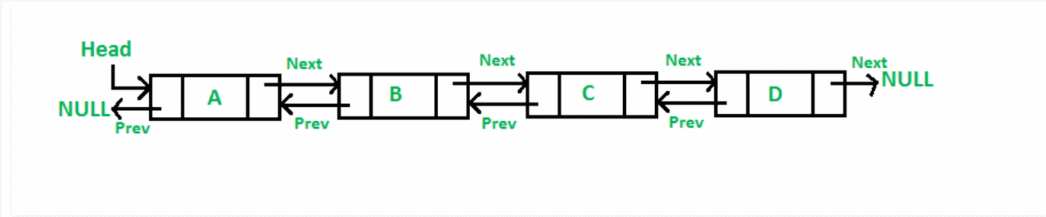
Question 9

Correct

Mark 1.00 out of 1.00

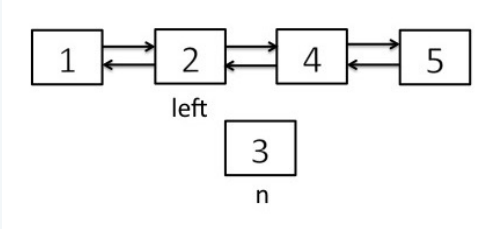
Your answer is correct.

The correct answer is: Option 1



A Doubly Linked List (DLL) contains an extra pointer, typically called *previous pointer*, together with next pointer and data which are there in singly linked list.

Now. You have a list and a node like the ones depicted below. **head** is pointing the node containing 1 and **tail** is pointing the node containing 5



after the following code runs:

```
n->next=left->next;
left->next->previous = n;
left->next = n;
n->previous =left;
```

what is the order of traversing the list from **tail to head**? Write each number separated by a single space.

- Select one:
- ☐ a. seg fault
 - ☐ b. 5 4 2 1
 - ☐ c. 5 3 2 1
 - ☒ d. 5 4 3 2 1
- ✓

Your answer is correct.

The correct answer is: 5 4 3 2 1

