## **Review Activity 1**

## **Introduction to Algorithms and Data Structures**

1)	"An algorithm is a sequence of instructions" as a definition does not address three important aspects/properties
	of algorithm design. List the three missing aspects/properties.

Aspect1:	Aspect2:	Aspect3:

2)	Data structures pl	lav an im	portant role	with res	nect to al	aorithm	desian	Fxnlain	that r	role
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**Explanation:** 

3) Abstract Data Type (ADT) exposes only the interface (the operations) to external users, and hides the internal organization of data items. Explain two benefits realized through this design.

Benefit1:	Benefit2:

4)	Explain the encapsulation principle of ADT design. Just stating the definition is not enough. Also, give a short					
	code example.					
	Explanation:		Example:			
5)	In the list below, check all statement that are true when it comes to con		constructors. Tha	at is, insert a checkmark for all the items		
	<ul><li>□ Used to initialize objects</li><li>□ Initialize some or all member</li></ul>	☐ A special kind of m☐ Default one is prov		<ul><li>The name is chosen by user</li><li>Always return void</li></ul>		
	variables	automatically		☐ If any constructor is explicitly defined,		
	☐ May be called multiple times on the <u>same</u> object	<ul> <li>Automatically called object is instantiated</li> </ul>		then the default one is not provided		
6)	6) In the list below, check all statements that apply to class destructors. That is, insert a checkmark for all the iter that are true when it comes to destructors.					
	☐ More than one exists		☐ May be cal	led manually to free up a dynamic object		
	☐ Called automatically at the end of	scope	☐ Accept para	, , ,		
	<ul> <li>Deallocate memory assigned to an</li> </ul>	object	□ Cannot be	explicitly defined		
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