

CMPT 225  
Spring 2017  
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Name	
Student number	

### Midterm Examination.

Please write your answers on the question sheets. No notes, books, or electronic devices of any sort allowed. Write clearly. This exam is scheduled for 50 minutes.

#### Question 1 (30 points total; 3 each)

Short answer questions. Complete sentences are not required. Justification for your answer is not required.

- (a) What are three C++ loop constructs (statement types)?

do, for, while

- (b) In C++, what is the difference between `--a` and `a--` ?  
the first decrements a, then gives the decremented value of a.

the second decrements a but gives the value before the decrement.

- (c) True or false? Any function that uses **new** in C++ is required to use **delete**.

False. Many functions use new without using delete (any function that returns a new object, for instance.) It is *recommended* that code that uses **new** has a corresponding **delete**, but not at

- (d) If a C++ function has the statement/declaration: **the function level.**

Donkey eeyore;

Does one of Donkey's constructors get called, and if so, which one?

Yes. The default one.

- (e) What is the worst-case time complexity of *push* for a stack implemented as a (growable) array?

$O(n)$

- (f) What is the average-case time complexity of *push* for a stack implemented as a (growable) array?

$O(1)$

- (g) What is the worst-case time complexity of *push* for a stack implemented as a linked list?

$O(1)$

- (h) What is the average-case time complexity of *push* for a stack implemented as a linked list?

$O(1)$

- (i) Let the class Red be a subclass of the class Blue, and the class Green be a subclass of Red. True or false? The following statement is legal C++:

Green\* green = new Blue();

False

- (j) Again, let the class Red be a subclass of the class Blue, and the class Green be a subclass of Red. True or false? The following statement is legal C++:

Red\* red = new Green();

True

## Question 2 (10 points)

What are sentinels, what types of data structures are they used with, and how do they work?

They are extra (fake) list nodes placed at the two ends of a list. Used with Linked Lists and Doubly-Linked List. When a traversal reaches a sentinel, it knows it should stop. They also make inserts and deletes at the list ends uniform with other inserts and deletes (no special-case code for the end of the list).

## Question 3 (20 points)

Consider the following C++ classes:

```
class Frog {
public:
    string call() {
        return "ribbit.";
    }
    virtual string alert() {
        return "breedeet!";
    }
};

class TreeFrog : public Frog {
public:
    string call() {
        return "eeeeep.";
    }
    string alert() {
        return "croak!";
    }
};
```

And the following code, inside main():

```
Frog* frog = new Frog();
Frog* frog2 = new TreeFrog();
TreeFrog* treeFrog = new TreeFrog();

cout << frog->call() << endl;
cout << frog->alert() << endl;
cout << frog2->call() << endl;
cout << frog2->alert() << endl;
cout << treeFrog->call() << endl;
cout << treeFrog->alert() << endl;
```

what is output to cout as a result of executing this code?

```
ribbit.
breedeet!
ribbit.
croak!
eeeeep.
croak!
```

#### Question 4 (20 points)

What is the (worst-case) time complexity of the pseudocode function *Multiply* below? Assume that all matrices (A, B, C, M1, and M2) are  $n$  by  $n$ . Express in  $O$ -notation. Show your work.

Let  $T(n)$  be the time for *Multiply* on  $n$  by  $n$  arrays.

Let  $U(n)$  be the time for *findOneEntry* on  $n$  by  $n$  arrays.

```
Multiply( A, B, C) { // A = B * C
    for(i = 1 to n) {
        for(j = 1 to n) {
            A[i, j] = findOneEntry(B, C, i, j)  U(n) time
        }
    }
}

findOneEntry(M1, M2, i, j) {
    sum = 0;  O(1)
    for(k = 1 to n) {
        sum += B[k, j] * C[i, k];  O(1)
    }
    return sum  O(1)
}
```

*Annotations:*

- n iterations** (for the outer loop of *Multiply*)
- n iterations** (for the inner loop of *Multiply*)
- O(1)** (for the initialization of `sum` in *findOneEntry*)
- O(1)** (for the body of the loop in *findOneEntry*)
- O(1)** (for the return statement in *findOneEntry*)

For *Multiply*:  $T(n)$  is  $n$  iterations of  $n$  iterations of  $U(n)$  work =  $n^2U(n)$  work.

For *findOneEntry*:  $U(n)$  is  $O(1) + n$  iterations of  $O(1)$  work +  $O(1) = O(1) + O(n) + O(1) = O(n)$ .

Since  $T(n) = n^2U(n)$  and  $U(n) \in O(n)$ ,

$$T(n) \in n^2O(n) = O(n^3)$$

Answer:  $O(n^3)$

**Question 5** (20 points)

What is the (worst-case) time complexity of the pseudocode function *pony* below?  $n$  is the size of the array  $A$ . Express in  $O$ -notation. Show your work.

```

pony(A) {
    horse(A, 0, n);
}
horse( A, i, j) {
    if(j - i <= 1) {
        return;
    }

    Int k = (i + j) / 2;
    horse( A, i, k);
    horse( A, k, j);

    if(A[i] > A[k]) {
        swap(A, i, k);
    }
}

```

$O(1)$

$O(1)$

$T(n/2)$

$T(n/2)$

$O(1)$

Let  $T(n)$  be the time for horse on  $n = j-i+1$  elements

So the time for horse,  $T(n)$ , is:

$$\begin{aligned}
 T(n) &= O(1) + O(1) + T(n/2) + T(n/2) + O(1) \\
 &= 2T(n/2) + O(1)
 \end{aligned}$$

Use the Master Theorem:  $k = \log_b a = \log_2 2 = 1$ .

Is  $O(1)$  in  $O(n^{k-\epsilon})$ ?

$$O(n^{k-\epsilon}) = O(n^{1-\epsilon})$$

So is  $O(1)$  in  $O(n^{1-\epsilon})$ ? Yes, this is true for any  $0 < \epsilon < 1$ .

This is therefore case 1 of the master theorem, and

$$T(n) = O(n^k) = O(n)$$

The time for pony is the time for horse on  $n-0 = n$  elements. Thus the time for pony is  $O(n)$ .