

# Design Analysis & Algorithm

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Important Questions



# BFS/DFS Traversal

1. What is Breadth-First Search (BFS) and how does it work?
2. What is Depth-First Search (DFS) and how does it work?
3. What are the key differences between BFS and DFS?
4. How would you implement BFS and DFS algorithms in a graph data structure?
5. What is the time complexity of BFS and DFS on a graph with  $n$  vertices and  $m$  edges?
6. When would you choose to use BFS over DFS, and vice versa?
7. Can BFS and DFS be applied to both directed and undirected graphs? Explain.
8. What is the purpose of marking nodes as visited during BFS and DFS?
9. How can you detect cycles in a graph using BFS and DFS?
10. Are BFS and DFS guaranteed to find the shortest path in a weighted graph? Explain.



# Binary Search / Ternary Search

- Binary Search:

1. What is Binary Search and how does it work?
2. Explain the key steps involved in performing Binary Search on a sorted array.
3. What is the time complexity of Binary Search? Can you explain why?
4. How would you handle the scenario when the target element is not present in the array during Binary Search?
5. Is Binary Search applicable only to arrays, or can it be used for other data structures as well? Explain.

- Ternary Search:

1. What is Ternary Search and how does it differ from Binary Search?
2. Explain the key steps involved in performing Ternary Search on a sorted array.
3. What is the time complexity of Ternary Search? How does it compare to Binary Search?
4. Can Ternary Search be applied to an unsorted array? Explain why or why not.
5. In what scenarios would you prefer using Ternary Search over Binary Search?



# Max-Min Algorithm

1. What is the "max-min" problem?
2. Explain the approach to solving a "max-min" problem using a brute force algorithm.
3. How can you optimize the solution for a "max-min" problem using sorting?
4. Discuss the time complexity of the brute force and optimized approaches for solving a "max-min" problem.
5. Can you provide an example of a real-world scenario where the "max-min" problem arises?
6. What is the significance of the "max-min" problem in algorithm design and analysis?
7. How can divide-and-conquer algorithms, such as the binary search algorithm, be applied to solve a "max-min" problem?
8. What are some other problem-solving techniques that can be useful for tackling "max-min" problems?
9. Are there any specific data structures that can be beneficial for solving "max-min" problems? Explain.
10. Can you think of any strategies to optimize the solution for a "max-min" problem by utilizing additional information or constraints?



# Fractional Knapsack

1. What is the Fractional Knapsack problem?
2. Explain the difference between the Fractional Knapsack problem and the 0/1 Knapsack problem.
3. How is the Fractional Knapsack problem formulated mathematically?
4. Describe the greedy algorithm approach to solving the Fractional Knapsack problem.
5. What is the key idea behind the greedy algorithm for Fractional Knapsack?
6. How does the greedy algorithm select items to maximize the total value while respecting the capacity constraint?
7. Discuss the time complexity of the greedy algorithm for Fractional Knapsack.
8. Can the greedy algorithm for Fractional Knapsack guarantee an optimal solution? Why or why not?
9. Are there any scenarios where the greedy algorithm for Fractional Knapsack may fail to produce an optimal solution?
10. Are there any alternative approaches or algorithms to solve the Fractional Knapsack problem?



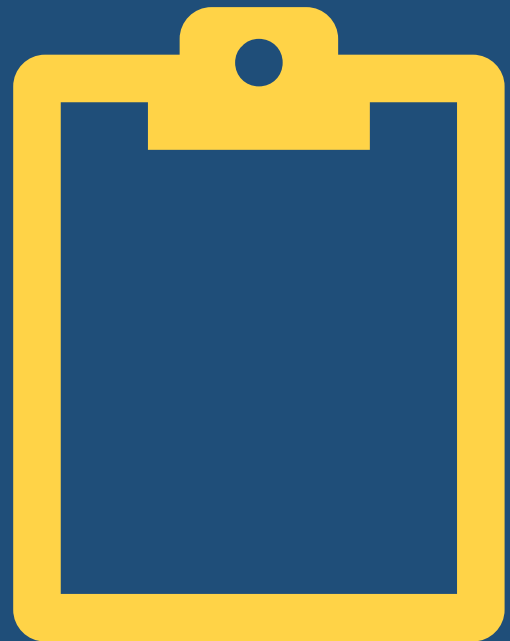
# Job Scheduling

1. What is the Job Sequencing problem?
2. Explain the objective and constraints of the Job Sequencing problem.
3. How is the Job Sequencing problem typically formulated mathematically?
4. Discuss the greedy algorithm approach to solving the Job Sequencing problem.
5. What is the key idea behind the greedy algorithm for Job Sequencing?
6. How does the greedy algorithm prioritize jobs to maximize the total profit while respecting the deadlines?
7. What is the time complexity of the greedy algorithm for Job Sequencing?
8. Can the greedy algorithm for Job Sequencing guarantee an optimal solution? Why or why not?
9. Are there any scenarios where the greedy algorithm for Job Sequencing may fail to produce an optimal solution?
10. Can you think of any modifications or variations of the Job Sequencing problem that involve additional constraints or objectives?



# Kruskal Algorithm

1. What is the Kruskal's algorithm?
2. Explain the objective of the Kruskal's algorithm.
3. How does the Kruskal's algorithm work to find a minimum spanning tree?
4. What is a minimum spanning tree?
5. What is the role of the disjoint-set data structure in Kruskal's algorithm?
6. Describe the step-by-step process of Kruskal's algorithm.
7. What is the time complexity of Kruskal's algorithm?
8. Can Kruskal's algorithm handle graphs with cycles? Why or why not?
9. Does Kruskal's algorithm always produce a unique minimum spanning tree?
10. Are there any alternative algorithms for finding minimum spanning trees? How does Kruskal's algorithm compare to them?



# Prims Algorithm

1. What is Prim's algorithm used for?
2. Explain the objective of Prim's algorithm.
3. How does Prim's algorithm work to find a minimum spanning tree?
4. What is a minimum spanning tree?
5. Describe the step-by-step process of Prim's algorithm.
6. What is the role of the priority queue in Prim's algorithm?
7. What is the time complexity of Prim's algorithm?
8. Can Prim's algorithm handle graphs with cycles? Why or why not?
9. Does Prim's algorithm always produce a unique minimum spanning tree?
10. Are there any alternative algorithms for finding minimum spanning trees? How does Prim's algorithm compare to them?





# Dijkstra Algorithm

1. What is Dijkstra's algorithm used for?
2. Explain the objective of Dijkstra's algorithm.
3. How does Dijkstra's algorithm work to find the shortest path in a graph?
4. What is the difference between Dijkstra's algorithm and Prim's algorithm?
5. Describe the step-by-step process of Dijkstra's algorithm.
6. What is the role of the priority queue in Dijkstra's algorithm?
7. What is the time complexity of Dijkstra's algorithm?
8. Can Dijkstra's algorithm handle graphs with negative edge weights? Why or why not?
9. Does Dijkstra's algorithm always produce a unique shortest path?
10. Are there any alternative algorithms for finding shortest paths in graphs? How does Dijkstra's algorithm compare to them?



# Merge Sort Algorithm

1. What is Merge Sort and why is it useful?
2. Explain the key idea behind Merge Sort.
3. Describe the step-by-step process of Merge Sort.
4. What is the time complexity of Merge Sort?
5. How does Merge Sort handle sorting of large datasets or external sorting?
6. What are the advantages of Merge Sort compared to other sorting algorithms?
7. Are there any limitations or drawbacks of Merge Sort?
8. Can Merge Sort be implemented in place, i.e., without using additional memory?
9. Is Merge Sort a stable sorting algorithm? Explain.
10. Can you think of any scenarios where Merge Sort may be the preferred choice over other sorting algorithms?



# Quick Sort Algorithm

1. What is Quick Sort and why is it useful?
2. Explain the key idea behind Quick Sort.
3. Describe the partitioning process in Quick Sort.
4. What is the time complexity of Quick Sort in the average and worst cases?
5. How does Quick Sort handle sorting of arrays with duplicate elements?
6. Can Quick Sort be implemented in place, i.e., without using additional memory?
7. How does Quick Sort handle sorting of linked lists?
8. What is the role of the "pivot" in Quick Sort?
9. Are there any limitations or drawbacks of Quick Sort?
10. Can you think of any scenarios where Quick Sort may be the preferred choice over other sorting algorithms?



# Bellman Ford Algorithm

1. What is the Bellman-Ford algorithm used for?
2. Explain the objective of the Bellman-Ford algorithm.
3. How does the Bellman-Ford algorithm work to find the shortest path in a graph?
4. What is a negative-weight cycle, and how does it affect the Bellman-Ford algorithm?
5. Describe the step-by-step process of the Bellman-Ford algorithm.
6. What is the role of relaxation in the Bellman-Ford algorithm?
7. What is the significance of the "V-1" iterations in the Bellman-Ford algorithm?
8. What is the time complexity of the Bellman-Ford algorithm?
9. Can the Bellman-Ford algorithm handle graphs with negative-weight cycles? Why or why not?
10. Are there any alternative algorithms for finding shortest paths in graphs? How does the Bellman-Ford algorithm compare to them?



# Floyd Warshall Algorithm

1. What is the Floyd-Warshall algorithm used for?
2. Explain the objective of the Floyd-Warshall algorithm.
3. How does the Floyd-Warshall algorithm work to find all-pairs shortest paths in a graph?
4. What is the time complexity of the Floyd-Warshall algorithm?
5. What is the significance of the intermediate vertices in the Floyd-Warshall algorithm?
6. Describe the step-by-step process of the Floyd-Warshall algorithm.
7. Can the Floyd-Warshall algorithm handle graphs with negative-weight cycles? Why or why not?
8. Are there any limitations or drawbacks of the Floyd-Warshall algorithm?
9. Can the Floyd-Warshall algorithm handle graphs with disconnected components?
10. Are there any alternative algorithms for finding all-pairs shortest paths in graphs? How does the Floyd-Warshall algorithm compare to them?



# m-coloring Algorithm

1. Explain the objective of the m-coloring algorithm.
2. How does the m-coloring algorithm work to assign colors to the vertices of a graph?
3. What is the significance of the "m" value in the m-coloring algorithm?
4. Describe the step-by-step process of the m-coloring algorithm.
5. What is the time complexity of the m-coloring algorithm?
6. Can the m-coloring algorithm handle graphs with cycles? Why or why not?
7. Are there any limitations or constraints on the input graphs for the m-coloring algorithm?
8. Can the m-coloring algorithm guarantee an optimal solution?
9. Are there any alternative algorithms for graph coloring? How does the m-coloring algorithm compare to them?
10. Can you think of any real-world applications where the m-coloring algorithm is used?



# Matrix Chain Multiplication

1. Explain the objective of the Matrix Chain Multiplication problem.
2. How does the Matrix Chain Multiplication algorithm work to find the most efficient way to multiply a chain of matrices?
3. What is the significance of the order in which matrices are multiplied in the Matrix Chain Multiplication problem?
4. Describe the step-by-step process of the Matrix Chain Multiplication algorithm.
5. What is the time complexity of the Matrix Chain Multiplication algorithm?
6. Are there any limitations or constraints on the input matrices for the Matrix Chain Multiplication problem?
7. Can the Matrix Chain Multiplication algorithm handle matrices with different dimensions?
8. Can the Matrix Chain Multiplication algorithm handle matrices that are not square?
9. Are there any alternative algorithms or approaches for solving the Matrix Chain Multiplication problem? How does the Matrix Chain Multiplication algorithm compare to them?
10. Can you think of any real-world applications where the Matrix Chain Multiplication algorithm is used?



# N Queen Algorithm

1. What is the N Queen problem?
2. Explain the objective of the N Queen algorithm.
3. How does the N Queen algorithm work to place N queens on an NxN chessboard without any two queens attacking each other?
4. Describe the step-by-step process of the N Queen algorithm.
5. What is the significance of backtracking in the N Queen algorithm?
6. What is the time complexity of the N Queen algorithm?
7. Can the N Queen algorithm handle any value of N? Are there any limitations or constraints?
8. Are there any alternative approaches or algorithms for solving the N Queen problem? How does the N Queen algorithm compare to them?
9. Can you think of any optimizations or enhancements that can be applied to the N Queen algorithm?
10. Can you explain the importance or applications of the N Queen problem in real-world scenarios?





# Thank You

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