

# CS140 Final Exam - Fall, 2005 - Answers

## Question 1: (6 points)

- Tree A: Not an AVL tree, because “Edgerrin” is imabalnced (LH child has a height of 2, and RH child has a height of zero).
- Tree B: Not an AVL tree, because “Dallas” is less than “Edgerrin,” but is the right child of “Edgerrin”
- Tree C: Not an AVL tree, because “Marvin” is not binary.
- Tree D: Is an AVL tree.

## Question 2: (3 points)

### PREORDER

Marvin  
Brandon  
Dallas  
Edgerrin  
Peyton  
Reggie

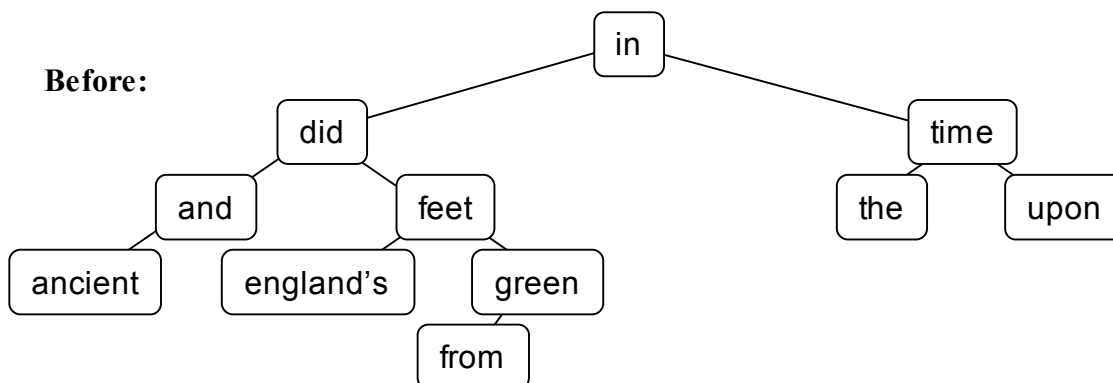
### POSTORDER

Dallas  
Brandon  
Edgerrin  
Reggie  
Peyton  
Marvin

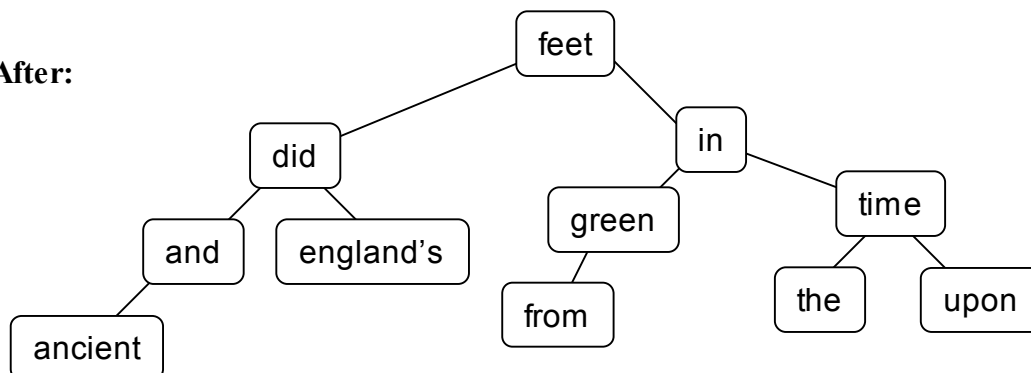
## Question 3: (4 points)

When you insert “from”, it will be green’s left child, and the root node is imbalanced. To balance it requires a double-rotation about “feet”. Here are the before and after pictures -- the “after picture is the answer.

Before:

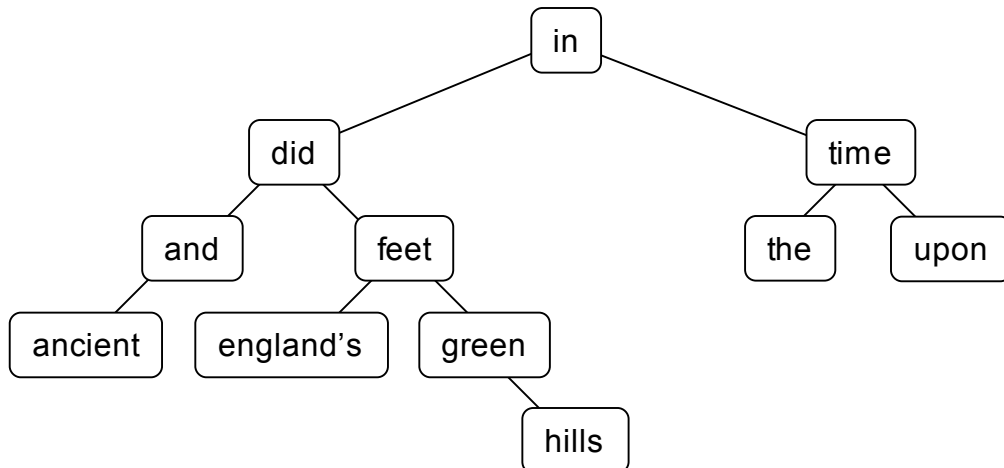


After:

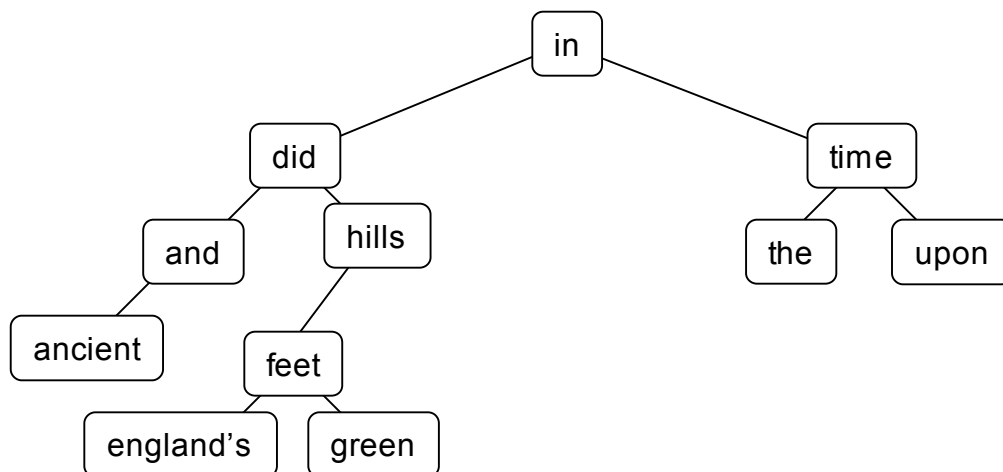


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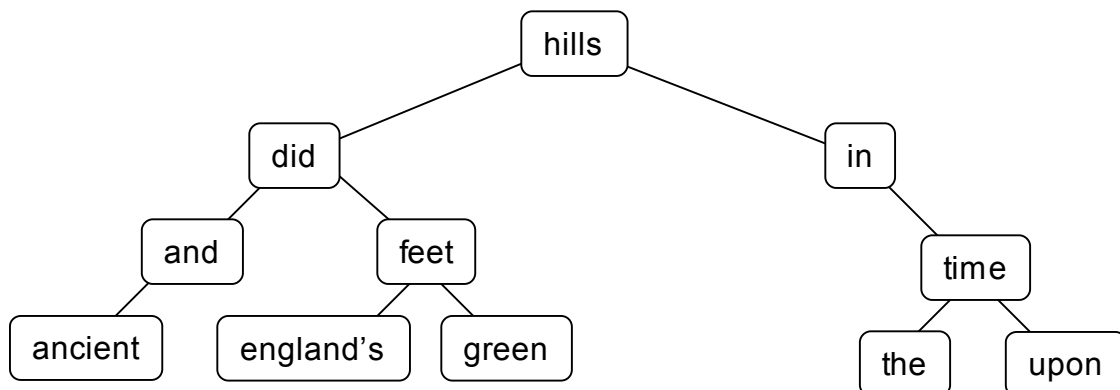
**Question 4:** (4 points) First you put “hills” as the right child of “green”:



Then you perform a zig-zig rotation about “Hills”:



Then a zig-zag rotation to yield the final tree:



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**Question 5:** (3 points) Each insertion can be  $O(n)$ , where there are  $n$  nodes in the tree. However, if  $M$  is large enough, then  $M$  insertions into the tree will be  $MO(\log n)$ .

**Question 6:** (4 points)

1. It should be fast.
2. It should randomize its input data. Put another way, the range of hash values should be distributed uniformly from the given input keys.

**Question 7:** (8 points)

This is a recursive traversal. For each node in the tree, print out the node, prepended by “level” spaces, then recursively call `print_tree` on the tree rooted at the node’s `val` field:

```
print_tree(JRB t, int level)
{
    JRB tmp;
    int i;

    jrb_traverse(tmp, t) {
        for (i = 0; i < level; i++) printf(" ");
        printf("%s\n", tmp->key.s);
        print_tree((JRB)tmp->val.v, level+1);
    }
}
```

**Grading:**

**Q1** - 1.5 points per part. 0.75 correctness, 0.75 reason on the incorrect ones.

**Q2** - 1.5 points per part - no partial credit.

**Q3** - 2 points for giving a valid AVL tree where “feet” is the root.

2 more points for giving the correct AVL tree.

**Q4** - 1 point for giving a valid binary search tree (containing all elements) where “hills” is the root. 1.5 more points for getting the correct tree, with perhaps the first rotation wrong. 2 more points for giving the correct tree.

**Q5** - 1.5 points for saying each insertion can be  $O(n)$ .

1.5 points for saying that multiple insertions average out to  $O(\log n)$  - that’s a less precise way of saying what I said.

**Q6** - 2 points for fast. 2 points for spreading out the hash values uniformly. You had to say the word “uniformly” or convey that fact to get your two points.

**Q7** - 2 points for a decent for loop.

2 points for printing out the spaces and the key.

2 points for a plausible recursive call.

2 points for getting the details right.