

# Practice Exam 1

CIS 2168 Data Structures

Answer the questions in the spaces provided. **Please note** that there are no intentional errors in the code provided except in questions asking you to correct said code.  
Your written code does not have to be 100% syntactically correct.

Name: \_\_\_\_\_

Page	Points	Score
3	6	
4	8	
5	7	
6	12	
7	3	
8	12	
9	12	
10	10	
11	15	
12	20	
Total:	105	

Useful notes:

- You are allowed to clarify any answer you give.
  - All questions are essay questions, including the multiple choice.
- You are allowed to ask for clarification.
- Important `String` methods:
  - `length()`
  - `charAt(int index)`
  - `substring(int start, int end)`
  - `startsWith(String s)`
- `List` methods:
  - `get(int index)`
  - `set(int index, E item)`
  - `remove(int index)`
  - `add(E item)`
  - `add(int index, E item)`
  - `size()`
  - `contains(E item)`
  - `indexOf(E item)`
- Things are never as complicated as they appear, especially the math.
- Never leave a question blank, even if you don't know the answer. We can't give partial credit to blanks.
- Extra credit is available for exceptional answers (up to five additional points).

# Don't Panic

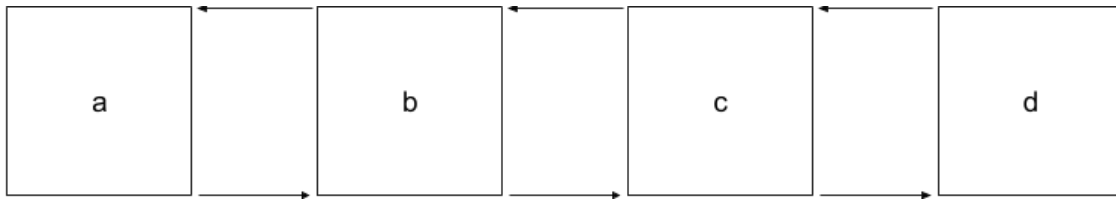


Figure 1: A doubly-linked list. Assume each node has a variable storing their memory location, denoted by the letter on the node.

## 1 Short Answer

For each of the following questions, please indicate which node is being referenced by the chain of variables.

1. (2 points) `d.prev.prev.next.prev`

1. \_\_\_\_\_

2. (2 points) `c.next.prev.prev`

2. \_\_\_\_\_

3. (2 points) `b.next.next.prev.prev.next.prev.next.prev`

3. \_\_\_\_\_

4. (2 points) Write a sequence of commands that will remove the tail of a doubly linked list.
5. (2 points) Using a linked list with 3 nodes, draw what happens to the list as each line executes when you remove the tail.
6. (2 points) Write a sequence of commands that will add a new item to index 0 of a doubly linked list.
7. (2 points) Using a linked list with 3 nodes, draw what happens to the list as each line executes.

## 2 Lists

8. (5 points) Suppose you have some **List** of Integers. Write a method that finds the minimum and maximum values stored in the list and returns their sums, regardless of implementation of the **List**.

```
public int minPlusMax(List<Integer> list){  
    int min = Integer.MAX_VALUE;  
    int max = Integer.MIN_VALUE;
```

```
        return min+max;  
}
```

9. (2 points) What is the time complexity of this algorithm?

9. \_\_\_\_\_

10. (10 points) Suppose you have some **List** of **String**. Write a method **reverseWords** that returns a new **List** with all the Strings reversed.

```
// [hello, world, nice] -> [olleh, dlrow, ecin]
public List<String> reverseWords(List<String> list) {
```

11. (2 points) What is the time complexity of this algorithm?

11. \_\_\_\_\_

### 3 Linked List

The following exercises deal with coding a `LinkedList`.

- The `LinkedList` is composed of generic `Node` objects.
- The `LinkedList` contains a `Node<E> head` referencing the first node in the list.
- The `LinkedList` contains a `Node<E> tail` referencing the last node in the list.
- The `LinkedList` contains a method `size()` that returns the number of elements in the list.
- The `Node` objects are **doubly-linked**, and contain public variables `next` and `prev`, which reference the next and previous nodes in the list respectively.

12. (3 points) Write a method called `deleteList()`, which removes all the items in a list, making it empty.

```
// again, this is an instance method inside LinkedList  
// so you have access to head, tail (optional), and the Node class  
public void deleteList() {
```

13. (10 points) Write an instance method called **count**. Count iterates over a **LinkedList** and returns the number of times **item** occurs in the list.

*// This is an instance method, so you can access the head, tail, and the Node class*  
**public int** count(E item){

14. (2 points) What is the time complexity of this algorithm?

14. \_\_\_\_\_



15. (10 points) Write a static method that takes in two **sorted** linked lists of integers and merges them into one sorted linked list and returns it. Since this is a static method outside of **LinkedList**, you cannot access the Nodes. You are allowed to remove items from **listA** and **listB**

```
public static LinkedList<Integer> merge(List<Integer> listA, List<Integer> listB){
```

16. (2 points) What is the time complexity of this algorithm?

16. \_\_\_\_\_

17. (10 points) Write a method that reverses a doubly-linked **LinkedList**. This method will be an instance method for **LinkedList**, so you can use the **Node head** and **tail** references and refer to the **LinkedList** object using the **this** keyword.

```
// You have access to the Node class  
public void reverse(){
```

18. (15 points) Suppose we had a new type of **LinkedList**, called the **SortedList**, which is a linked list, but it keeps all the items in the list sorted. As a result, when we add an item to a **SortedList**, we don't provide an index, as the **SortedList** figures out where to put the new item based on the values already in the list.

Your task is to complete the **add** method for a **SortedList**, shown below. This method inserts a new item into the **SortedList** in such a way that the list remains sorted. For example, if the list is [1, 2, 5] and we call **add(4)**, the list becomes [1, 2, 4, 5].

For simplicity:

- You can use either a singly or doubly linked list.
- you can use **<**, **>**, and **==** to compare items, but if you remember how to use **compareTo()**, you can do so for extra credit.
- You may not call the **add(int index , E item)** method.
- You may not call the **getNode()** method (although you may rewrite it).
- Your solution must run in **O(n)** time.

```
public void add(E item){
```

## 4 Analysis

19. (20 points) A **List** can be implemented in a number of ways. Compare and contrast an **ArrayList** and a **LinkedLists**. In which situations would you use one to implement a **List** over another?