## **Midterm Review With Solutions**

# Binary, hexadecimal, decimal

1. What is the value of

01010101

### in decimal?

128	64	32	16	8	4	2	1
0	1	0	1	0	1	0	1

= 85

Hexadecimal?

=55

How did you calculate those values?

2. What is 54 in binary, hexadecimal?

128	64	32	16	8	4	2	1
0	0	1	1	0	1	1	0

Hex: 36

3. What is: 110101010111101011101010

in hexadecimal?

## $1101\mathbf{0101}01111\mathbf{1010}11110\mathbf{1010}$

D57AEA

## **Operations counting**

4. Given the following Insertion\_Sort code, and the unsorted array arr, how many times will the code on lines 40 and 41 execute when j = 2.

$$Arr = [3,4,2,99,1]$$

```
□void insertionSort(int arr[], int length) {
         int i;
34
35
         int key;
         for (int j = 1; j < length; j++) {</pre>
37
              key = arr[j];
              i = j-1;
38
   while (i \ge 0 \&\& arr[i] > key) {
39
40
                  arr[i+1] = arr[i];
41
                  i--;
              }//end of while loop
42
              arr[i+1] = key;
43
44
             printArray(arr,5);
45
46
          }//end of for loop
      }//end of insertionSort.
47
48
```

How did you calculate your answer?

# Those lines will execute two times

### **Pointers**

5. After this code executes, what is the value of \*b? int a = 6; int \*b=&a; int \*c=b; \*b=5; \*c=8; a=12; How did you determine your answer?

8

# Array operations

6. In this array:

-										
	9	12	13	99	123	2	7	90	56	34

how many operations on the array need to be done to produce

9 12 13 99 2 7 90 56 34	
-------------------------	--

Assume that indexing goes from left to right, starting at 0. An operation is counted as removing or changing a value for any item in the array.

There is one operation to remove the 123 from the array, and one operation for each of the shifts in the array, which is five. There is also one operation for clearing the 34 out of the last position after the shift. The total is 7 operations.

7. In a double-linked list with the same contents, how many operations would it take to remove the item and reset the pointers in the linked list as necessary. You can assume the item has already been found in the list.

One op to remove
One to reset the next pointer for the 99.
One to reset the previous pointer for the 2.
Total of 3 operations.

8. If you had an array of 100 elements, describe in words how you would add an item in the 50<sup>th</sup> position. Describe in words how you would remove the 50<sup>th</sup> item.

Similar to the process in question 6. First, items from the 51<sup>st</sup> position to the end need to be shifted, which is 100-50 operations. We're ignoring the fact that the array might be full. If it is, we'll just assume the last item is deleted when it is shifted off the end. Then it's one operation to replace the 51<sup>st</sup> item. A total of 51 operations.

#### Linked lists

7. Assume you are given the following struct:

```
Struct City{
String name;
City *next;
City *previous;
}
```

Write the code to generate a double-linked list of cities. Your code should ask the user if they want to add a city. If the user says "yes", ask for the name of the city. Create the city and add it to the end of the list. Continue asking the user and adding new cities to the end of the list until the user says "no".

8. Write the code to iterate from the head of a linked list to the tail.

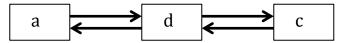
```
city = head;
while(head != NULL) {
        cout<<root->x<<endl;
        root = root->next;
        head = root;
}
```

9. Write a code that iterates from the beginning of an array to its end (array size is int arraySize). These iterators should print the value at each element.

10. What are the general steps for adding/removing a node from a linked list? I.e. we have nodes a,b,c in a doubly linked list and we want to remove node b.

Set next for a to b->getNext()
Set previous for c to b->getPrevious()
Delete b

11. Assume you are given a linked list that looks like this:



What does the list look like after the following operations are performed:

```
d->setNext(b);
b->setPrevious(d);
c->setPrev(b);
b->setNext(c);
```

There will be a node b inserted between d and c.

12. Using the struct from question 7

```
If we have the following:
City *currNode = new City;
City *next;
```

What happens if we do: currNode->setNext(next);

You should get an error since \*next isn't pointing to anything yet, no memory has been allocated for next.

13.

Which of the following code fragments, POP1 or POP2 produces the desired result of popping an item from a single linked list implementation of a stack.

```
POP1:

X = head

head = head->getNext()

Return X

POP2:

head = head->getNext()

X = head

Return X
```

POP1 is correct. X is stored before the head position is changed. In POP2, we're returning head after we've already changed the pointer.

14. Assume a single-linked list of cities has been created, and you want to iterate through the list and print the name of each city. The following code almost accomplishes this task. What's wrong with this code?

```
City* current = head;
While(current!=NULL){
    Cout<<current->getValue()<<endl;
}</pre>
```

You need to add the iterator through the nodes. You need a next, or getNext to move the pointer to the next node in the list. The code shown here will run forever, since current will never be NULL. The code will print the same value over and over and over until your computer slows down and crashes. See question 8 for how the code needs to be changed.