Full Name:		
ΔΙD.		

CS 331 Midterm Exam Worksheet

WP1 (/8):

WP2 (/8):

WP3 (/8):

TOTAL (/24):

Linked Stack

WP1

```
class Stack:
   class Node:
       def __init__(self, val, next=None):
           self.val = val
           self.next = next
   def __init__(self):
       self.top = None
   def push(self, val):
       self.top = Stack.Node(val, self.top)
   def pop(self):
       val = self.top.val
       self.top = self.top.next
       return val
   def remove_all(self, val):
       while self.top and self.top.val == val:
           self.top = self.top.next
       n = self.top
       while n:
            if n.next and n.next.val == val:
               n.next = n.next.next
           else:
               n = n.next
```

Hashtable

$\mathbf{WP2}$

```
class Hashtable:
   class Node:
       def __init__(self, key, val, next=None):
            self.key = key
            self.val = val
            self.next = next
   def __init__(self, n_buckets=1000):
       self.buckets = [None] * n_buckets
   def __setitem__(self, key, val):
       bucket_idx = hash(key) % len(self.buckets)
       b = self.buckets[bucket_idx]
       while b:
            if b.key == key:
               b.val = val
               return
           b = b.next
        else:
           n = Hashtable.Node(key, val, next=self.buckets[bucket_idx])
            self.buckets[bucket_idx] = n
   def collision_ratio(self):
       n_{occupied} = 0
       n_has_collisions = 0
       for b in self.buckets:
            if b:
               n_{occupied} += 1
                if b.next:
                    n_has_collisions += 1
       return n_has_collisions / n_occupied
```

Heaps

WP3 (a)

WF3 (a)		
(a) After adding 4	(b) After adding 6	(c) After adding 8
(1) After 11' 9	(_) A.f 1.1' F	(f) Aft
(d) After adding 3	(e) After adding 5	(f) After adding 7
	,	
(g) After adding 9		
(0)		

WP3 (b)

Start	(a) After removing max	(b) After removing max
10 8 4 1 5 3 2		

(c) After removing max	(d) After removing max	(e) After removing max

(f) After removing max	(g) After removing max