

function count unmatched Brackets (strin character Preturn countBrackets (CharArray, O) If (charArmy == NULL) return of function countbrackets (array, brackets):

1f (array. is Empty ()) return abs (brackets); If (array get First() == "(") brackets -- 1 array [1 - size], brackets);

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3. int bitsort (int *A, int n) {
           int i=0;
          int j = N-1;

while (i < j)?

if (A I i) = = 0)?
                  } else if (A[j] == 1) {
                    swap (A[i], A[j]);
              return j;
  (a) Reterant code reproduced and filled in above.
  (b) Loop invariant:
            All entries to the left of index i are 0's and all entries to the right of index j are 1's.
    Base case (before the loop is entered):

i = 0 and j = n - 1 so there are no entries to the loop

lift of i and to the right of j so the loop
          invariant holds.
     Inductive step:
    · Case 1: A[i] == 0
       All cuties to the left of i are O. Incrementing i will put A[i] to the left of the new i. This element is also O so
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By the loop invariant before entering the loop, all entries to the right of j are 1. Decrementing j will put Hilrory

the loop invariant holds.

· Case 2: A[j] == 1

the current A[j], which is I, to the left of the new j index, so the loop invariant holds. · Case 3: A[i] == 1 and A[j] == 0 Swapping the elements does not after the loop Invariant because the elements to the lift of i and right of j are untouched and neither i hor j are changed. But swapping ensures that the next iteration is not Case 3. Loop temphalim: The undiline is i < j which will eventually temphale because in Case I, i is theremented, in Case &, j is decremented and Case 3 swaps to exercise that the next iteration is Case I. This ensures that eventually, after a certain number of iterations, i == j and the loop terminates. (c) When the loop ends, i==j because of the initial.

Values assigned to each. By the loop invariant, every element to the right of i is 0 and every element to the right of j is 1. The element at index i (which is now equal to j) can be either 1 or 0, but this doesn't violate the sorting. So all the zeros when before the ones.

Note: N-1at the end of the loop tith == jth index

4. (a) Consider the necklace with n2/ links and n not divisible by 3 This means that in can be niten as n= 3k+ r where k is an integer, k > 0 UKY 62 and r is an integer The loop invariant that Alice must preserve in order to win is that the number of remaining links (after her turn) must be divisible by 3. Prove Huis by Induction on n · Consider the base case: k=0 r=1 or 2 Since Alice goes first, she takes r links and whs. · Inductive step: Assume that Alice can up if n=3k+r. Now we want to show that she can up if n=3(k+1)+rReunite the above as n= (3k+r) + 3 By our assumption, Alice will have removed the last link of the 3k+r links. That leaves 3 links, of which Bob can remove 1 or 2. Clearly, Alice can take 3-b links during her him, where b is the number of links Bob removes. Thus the n=3(k+1)+r case holds given that the n=3k+r case holds. This complete the prof by induction. Alternatively, we can also we a loop invariant to Suon this

Again, consider n=3k+r starting links with $k\geq 0$ and k an integer, and r=1 or z.

Consider the loop as starting with kobis first hum, after Alice's that hum.

During her first hum, Alice removes r links, which leaves r=3k links. So the loop invariant holds before we enter the loop.

Now we enter the loop, with each "iteration" a set of hume from each player. It bob removes bo links, Alice must remove 3-b links to presence the loop invariant.

While (n>0) fi

Bob removes b links

Alice removes b links

Alice removes b links

Alice removes b links

Alice removes b links

The loop must terminate when n=0, which will happen after k itempions. Since Alice is the last one to remne links to make n equal to zero, Alice always who.

Il so the loop invariant holds at the end of each loop.

m = 216 -, Pach 51 13 an 8 bit Character 16777714 -2563 h(sos, ... sk) = (so + s, 256 + s, 2562 + ... + sk 2562) 115516 = 2562 For three character strings, K=2 65535 h(308,52) . (30 + S1-256 + 32-2562) mod m For each character s; there are 28 = 256 possible character Three engracter strings = 2563 possible combination 50 given X € [0, 255] X mod m = X (x + 1 > m) mod m = 0x (x + 2550m) -midm = x (X+256 + m) mod = x (N) PAN) NOTEMN $\Rightarrow 28 (2^{16}-1) \mod(2^{16}-1) = 0$ Checause (c. m) mod m = 0 CEZ so \exists at least one slot st. hash $\chi \in [0, 2557]$ to the same slot. KA (HYDANG - 101 - 1) 1 6 (0, 2) Let h(sos, -sr) = (so + s, 28 + s, (28)2 - 5 mod m Suppose X; is a character of string x of length n y w a permutation of x. Since cycles can be decomposed into two cycles then I a stational and Xa = yb and ya = xx as the permutational lenence between x, y Assume a>b [h(x)-h(y)] med m = [(xa)28a + (xb)28b - ya28a - yb28b] mod m ya=xb, x1=yp=, [xa280 - xa28b + xb28b - xa28h) monm = [xa[28(a-b)] + xb[28(b-1)] monm = [XA-XD] [28a - 28b] midm = For the case 0=2, b=0, [h(x)-h(a)] mogm = 0 =) = permutations of x, y st. h(x) = h(y). More generally, It character at positions a, b st. [28a-28b] Mod ni = 0, they will hash to the same spot.