

Question 1: Recursion (10 marks)

Recursively define the following types of binary trees, based on the non-recursive definitions used in class:

- 1) Full binary tree

Answer (3 marks):

Tree is empty OR

Tree's left subtree has the same height as tree's right subtree and both subtrees are full binary trees

- 2) Complete binary tree

Answer (3 marks):

Tree is empty OR

If Tree's left subtree has the same height as tree's right subtree

Then left subtree has to be a full binary tree and right subtree has to be a complete binary tree

If left subtree's height is one greater than right subtree's height

Then left subtree has to be a complete binary tree and right subtree has to be a full binary tree

- 3) Balanced binary tree

Answer (4 marks):

Tree is empty OR

Height of left subtree and height of right subtree differ by no more than one and both subtrees are balanced binary trees

Question 2: Linked List (10 marks)

- 1) The last node of a linear linked list _____.
a) has the value `null`
b) has a `next` reference whose value is `null`
c) has a `next` reference which references the first node of the list
d) cannot store any data

Answer (1 mark): b

- 2) Which of the following will be true when the reference variable `curr` references the last node in a linear linked list?
a) `curr == null`
b) `head == null`
c) `curr.getNext() == null`
d) `head.getNext() == null`

Answer (1 mark): c

- 3) If a linked list is empty, the statement `head.getNext()` will throw a(n) _____.
a) `IllegalArgumentException`
b) `ArithmeticException`
c) `IndexOutOfBoundsException`
d) `NullPointerException`

Answer (1 mark): d

- 4) What are two advantages of using a reference-based implementation of the ADT list instead of an array-based implementation?

Answer (2 marks):

First, a reference-based implementation does not shift items during insertion and deletion operations. Second, a reference-based implementation does not impose a fixed maximum length on the list (or alternatively: allocates just enough memory to hold all items in the current list).

- 5) Write the code fragment to delete the node that the reference variable `curr` references in a circular doubly linked list? Each node supports the methods `setNext()`, `getNext()`, `getPrecede()` and `setPrecede()`.

Answer (2 marks):

```
curr.getPrecede().setNext(curr.getNext());  
curr.getNext().setPrecede(curr.getPrecede());
```

- 6) Write the code fragment to insert a new node that the reference variable `newNode` references before the node referenced by the reference variable `curr` in a doubly linked list, using the methods listed in part 5).

Answer (3 marks):

```
newNode.setNext(curr);  
newNode.setPrecede(curr.getPrecede());  
curr.setPrecede(newNode);  
newNode.getPrecede().setNext(newNode);
```

Question 3: Algorithm Complexity (5 marks)

- 1) Assuming a linked list of n nodes, the code fragment:

```
Node curr = head;
while (curr != null) {
    System.out.println(curr.getItem());
    curr.setNext(curr.getNext());
}
```

NOTE: this is wrong, should be `curr = curr.getNext()` otherwise we deal with an infinite loop (some students noticed that, and I accepted answers of INFINITE for parts 1, 2, and 3).

```
} // end while
```

requires _____ assignments.

- a) n
- b) $n - 1$
- c) $n + 1$
- d) 1

Answer (1 mark): c (don't forget to count initial assignment PLUS one to get the NULL value)

- 2) Assuming a linked list of n nodes, the above code fragment (in part 1))

requires _____ comparisons.

- a) n
- b) $n - 1$
- c) $n + 1$
- d) 1

Answer (1 mark): c

- 3) Assuming a linked list of n nodes, the above code fragment (in part 1))

requires _____ write operations.

- a) n
- b) $n - 1$
- c) $n + 1$
- d) 1

Answer (1 mark): a

- 4) Consider an algorithm that contains loops of the form:

```
for (x = 1 through n ) {
    for (y = 1 through x) {
        for (z = 1 through 10) {
            Task T
        } // end for
    } // end for
} // end for
```

If task T requires t time units, the innermost loop on z requires _____ time units.

- a) y
- b) 10
- c) $z * t$
- d) $10 * t$

Answer (1 mark): d

- 5) Consider the above algorithm (part 4) again.

If task T requires t time units, the loop on y requires _____ time units.

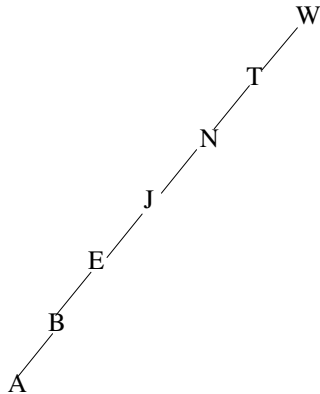
- a) $10 * t$
- b) $(10 * t) + x$
- c) $10 * t * x$
- d) $t * x$

Answer (1 mark): c

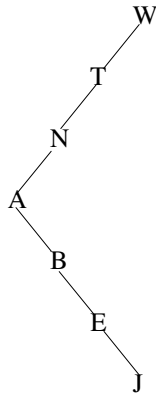
Question 4: Binary Trees (10 marks)

- 1) Beginning with an empty binary search tree, what binary search tree is formed when you insert the following values in the order given?
- W, T, N, J, E, B, A
 - W, T, N, A B, E, J
 - A, B, W, J, N, T, E

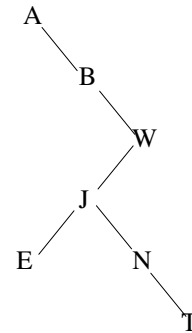
Answer (3 marks):



a) insert order
W T N J E B A



b) insert order
W T N A B E J



c) insert order
A B W J N T E

- 2) Write pseudocode for a method that performs a range query for a binary search tree. That is, RangeQuery(tree, low, high) should visit all items/nodes in tree that have a search key k with $low \leq k \leq high$. To indicate the a specific node x is being visited (printed, modified, ...), simply use the pseudocode instruction visit(x) .

Answer (3 marks):

```
public rangeQuery(tree, low, high)
{
    if (tree is not empty)
    {
        if (low < tree's root item)
            rangeQuery (tree's left subtree, low, high)
        else if ((low <= tree's root item) and
                (tree's root item <= high))
            visit (tree's root item);
        else if (high > tree's root item)
            rangeQuery (tree's right subtree, low, high)
    } // end if
} // end rangeQuery
```

- 3) Proof by induction that a binary tree with n nodes has exactly $n+1$ empty subtrees (or, in Java terms, $n+1$ null references in a reference-based implementation)

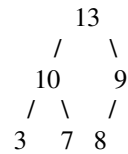
Answer (4 mark):

Base: A binary tree with one node has two empty subtrees.

Induction: Assume that a binary tree with $N-1$ nodes has N empty subtrees. If we add a node to this tree, we will replace one of the N empty subtrees with a node, but we will add two empty subtrees (the subtrees of the added node). Therefore, the tree (with N nodes) will have $N-1+2 = N+1$ empty subtrees.

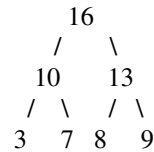
Question 5: Heaps/Priority Queues (10 marks)

- 1) Given the following maxheap `h`, show what the heap would look like after each of the following pseudocode operations:



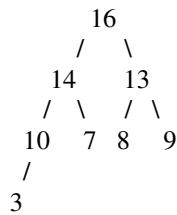
a) `h.heapInsert(16)`

Answer (2 marks):



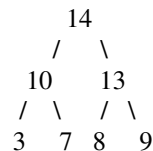
b) `h.heapInsert(14)`

Answer (2 marks):



c) `h.heapDelete()`

Answer (2 marks):



- 2) Does the order in which you insert items into a heap affect the heap that results? Explain.

Answer (2 marks):

The order of item insertion does not affect the shape of the resultant binary tree; it does affect the distribution of values in the individual nodes.

- 3) Suppose that after you have placed several items into a priority queue, you need to adjust one of the priority values. For example, a particular task in a priority queue of tasks could become more or less urgent. How can you adjust the heap if a single priority value changes? Note: your solution should be better than “remove the item and re-insert it” as we have no operation to delete arbitrary items from a heap.

Answer (2 marks):

If the priority value increases, trickle the item up (as in insert). If the priority value decreases, trickle it down (as in adjust).

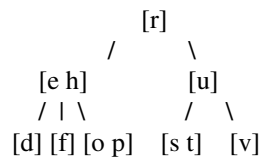
Question 6: Balanced Trees/Tables (10 marks)

- 1) What are the advantages of implementing the ADT table with a 2-3 tree instead of a binary search tree? Why do you not, in general, maintain a completely balanced binary search tree?

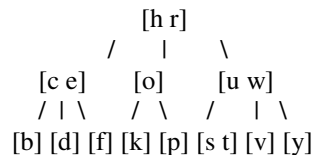
Answer (2 marks):

The height of a binary search tree depends on the order in which the items are inserted. In a tree with N items, the height can range between N (equivalent to a linked list) and $\log_2(N+1)$ (a fully balanced tree). A 2-3 tree is always balanced and thus has height proportional to $\log N$. Since most table operations take time proportional to the height of the tree, a 2-3 tree is a more efficient ADT table implementation than a binary search tree. Maintaining a balanced binary search tree may become very expensive in the face of frequent inserts and deletions as the entire tree must be rebuilt in the worst case

- 2) Given the 2-3 tree below, draw the tree that results after inserting k, b, c, y, and w into the tree.



Answer (6 marks):



- 3) Write pseudocode for the *tableDelete* operation when the implementation uses hashing and linear probing to resolve collisions.

Answer (2 marks):

The following pseudocode implements operations on a table which uses hashing and linear probing to resolve collisions:

```
tableDelete(searchKey)

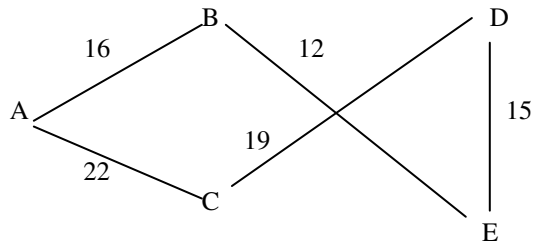
    i = hashIndex(searchKey)

    if (t[i].key != searchKey)
    {
        do
            i = (i + 1) mod tableSize
            while (t[i].key != searchKey and i != hashIndex(searchKey))
        }

    if (t[i].key == searchKey)
    {
        delete t[i]
        operation is successful
    }
    else
        operation is not successful
```

Question 7: Graphs (10 marks)

- 1) Use both the depth-first and the breadth-first strategy to traverse the graph below, beginning with vertex A. List the vertices in the order in which each traversal visits them. If a node has multiple neighbors, assume that they are visited in alphabetical order



Answer (2 marks):

Breadth-First Strategy: A, B, C, E, D

Depth-First Strategy: A, B, E, D, C

- 2) By modifying the DFS traversal algorithm, write pseudocode for an algorithm that determines whether a graph contains a cycle.

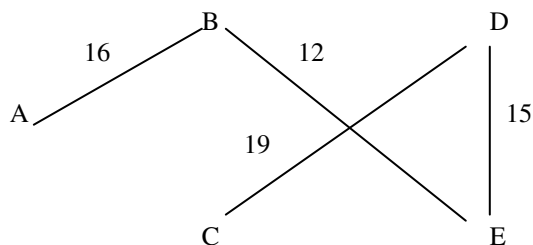
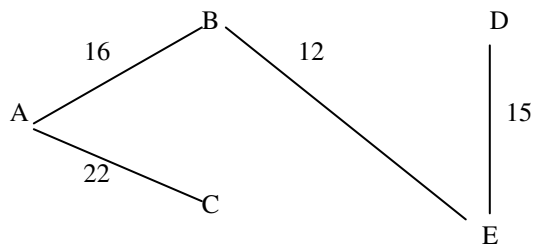
Answer (2 marks):

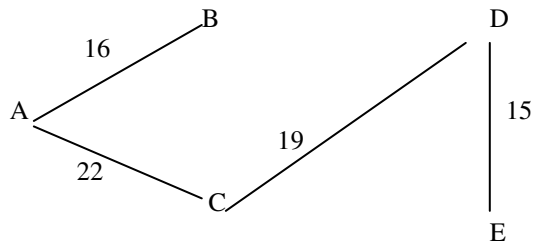
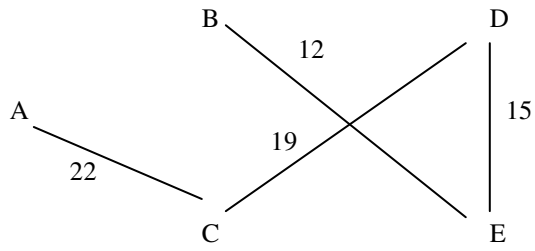
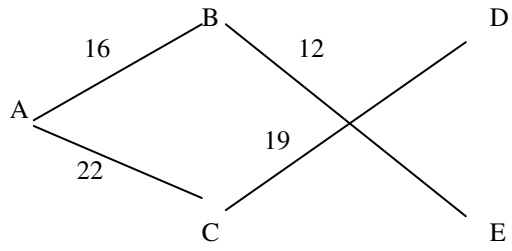
Within the while loop, insert the following just before the first if statement:

```
if (there is a visited vertex adjacent to the vertex on top of the stack)  
report a cycle
```

- 3) For the graph above, draw all possible spanning trees. Which one is the minimum spanning tree?

Answer (6 marks):





Minimum Spanning Tree:

