Started on	Monday, 14 November 2022, 7:03 PM
State	Finished
Completed on	Monday, 14 November 2022, 7:06 PM
Time taken	2 mins 29 secs
Grade	**600.00** out of 600.00 (**100**%)

Question **1**

Correct

Mark 100.00 out of 100.00

Time limit	1 s
Memory limit	64 MB

Implementasikan file listdp.h! Submit dengan nama file **listdp.c**

C

listdp.c

Score: 100

Blackbox

Score: 100

Verdict: Accepted

Evaluator: Exact

No	Score	Verdict	Description
1	5	Accepted	0.00 sec, 1.50 MB
2	5	Accepted	0.00 sec, 1.56 MB
3	5	Accepted	0.00 sec, 1.61 MB
4	5	Accepted	0.00 sec, 1.57 MB
5	5	Accepted	0.00 sec, 1.67 MB
6	5	Accepted	0.00 sec, 1.72 MB
7	5	Accepted	0.00 sec, 1.60 MB
8	5	Accepted	0.00 sec, 1.60 MB
9	5	Accepted	0.00 sec, 1.64 MB
10	5	Accepted	0.00 sec, 1.64 MB
11	5	Accepted	0.00 sec, 1.72 MB
12	5	Accepted	0.00 sec, 1.61 MB
13	5	Accepted	0.00 sec, 1.57 MB
14	5	Accepted	0.00 sec, 1.59 MB
15	5	Accepted	0.00 sec, 1.57 MB
16	5	Accepted	0.00 sec, 1.60 MB
17	5	Accepted	0.00 sec, 1.46 MB
18	5	Accepted	0.00 sec, 1.61 MB
19	5	Accepted	0.00 sec, 1.52 MB
20	5	Accepted	0.00 sec, 1.67 MB

Question **2**

Correct

Mark 100.00 out of 100.00

Time limit	1 s
Memory limit	64 MB

Submit file **listsirkuler.c** yang mengimplementasikan listsirkuler.h

C

listsirkuler.c

Score: 100

Blackbox

Score: 100

Verdict: Accepted

Evaluator: Exact

No	Score	Verdict	Description
1	3	Accepted	0.00 sec, 1.71 MB
2	3	Accepted	0.00 sec, 1.65 MB
3	3	Accepted	0.00 sec, 1.56 MB
4	3	Accepted	0.00 sec, 1.63 MB
5	3	Accepted	0.00 sec, 1.71 MB
6	3	Accepted	0.00 sec, 1.67 MB
7	3	Accepted	0.00 sec, 1.67 MB
8	3	Accepted	0.00 sec, 1.55 MB
9	3	Accepted	0.00 sec, 1.61 MB
10	3	Accepted	0.00 sec, 1.64 MB
11	3	Accepted	0.00 sec, 1.60 MB
12	3	Accepted	0.00 sec, 1.71 MB
13	3	Accepted	0.00 sec, 1.50 MB
14	3	Accepted	0.00 sec, 1.50 MB
15	3	Accepted	0.00 sec, 1.61 MB
16	3	Accepted	0.00 sec, 1.50 MB
17	3	Accepted	0.00 sec, 1.61 MB
18	3	Accepted	0.00 sec, 1.65 MB
19	3	Accepted	0.00 sec, 1.63 MB
20	3	Accepted	0.00 sec, 1.56 MB
21	3	Accepted	0.00 sec, 1.67 MB
22	3	Accepted	0.00 sec, 1.63 MB
23	3	Accepted	0.00 sec, 1.56 MB

No	Score	Verdict	Description
24	3	Accepted	0.00 sec, 1.57 MB
25	3	Accepted	0.00 sec, 1.71 MB
26	3	Accepted	0.00 sec, 1.59 MB
27	3	Accepted	0.00 sec, 1.55 MB
28	3	Accepted	0.00 sec, 1.64 MB
29	16	Accepted	0.00 sec, 1.55 MB

Question **3**

Correct

Mark 100.00 out of 100.00

Time limit	1 s
Memory limit	64 MB

Buatlah sebuah program yang dapat mengetahui elemen ke-N dari sebuah list menggunakan sebuah fungsi perantara ElemenKeN.

Program utama akan membaca input seperti pada tabel berikut

Input	Output	Penjelasan
0 0	List Kosong	List = [] N=0
0 1	List Kosong	List = [] N=1
1 2 3 4 5 0 0	1	List = [1,2,3,4,5] N=0 L(0) = 1
1 2 3 4 5 0 2	3	List = [1,2,3,4,5] N=2 L(2) = 3
1 2 3 4 5 0 4	5	List = [1,2,3,4,5] N=4 L(4) = 5
1 2 3 4 5 0 6	2	List = [1,2,3,4,5] N=6 L(6) = 2
1 2 3 4 5 0 8	4	List = [1,2,3,4,5] N=8 L(8) = 4

Program akan menerima input yang kemudian akan dimasukkan kedalam list hingga menerima input berupa angka 0. Setelah menerima angka 0, maka program akan meminta lagi sebuah inputan sebagai N yang akan dicari nilai elemennya.

Untuk mempermudah pengerjaan, silahkan lengkapi file template.c dan submit dengan format nama elemenken.c

Note: Semua input berupa bilangan asli positif

Gunakan ADT listsirkuler.c dan listsirkuler.h yang telah dibuat pada soal sebelumnya

C

template.c

Score: 100

Blackbox

Score: 100

Verdict: Accepted

Evaluator: Exact

No	Score	Verdict	Description
1	10	Accepted	0.00 sec, 1.56 MB
2	10	Accepted	0.00 sec, 1.71 MB
3	10	Accepted	0.00 sec, 1.64 MB
4	10	Accepted	0.00 sec, 1.50 MB
5	10	Accepted	0.00 sec, 1.71 MB
6	10	Accepted	0.00 sec, 1.71 MB
7	10	Accepted	0.00 sec, 1.64 MB
8	10	Accepted	0.00 sec, 1.50 MB
9	10	Accepted	0.00 sec, 1.64 MB
10	10	Accepted	0.00 sec, 1.66 MB

Question **4**

Correct

Mark 100.00 out of 100.00

Time limit	1 s
Memory limit	64 MB

ADT Stack dapat direpresentasikan dengan list linier. Implementasikan linkstack.h dengan membuat linkstack.c!

C

linkstack.c

Score: 100

Blackbox

Score: 100

Verdict: Accepted

Evaluator: Exact

No	Score	Verdict	Description
1	15	Accepted	0.00 sec, 1.71 MB
2	15	Accepted	0.00 sec, 1.66 MB
3	15	Accepted	0.00 sec, 1.62 MB
4	15	Accepted	0.00 sec, 1.56 MB
5	20	Accepted	0.00 sec, 1.66 MB
6	20	Accepted	0.00 sec, 1.59 MB

Question **5**

Correct

Mark 100.00 out of 100.00

Time limit	1 s
Memory limit	64 MB

Representasi Queue dengan List Linier

Nama File: **queuelist.c**

Buatlah program body dalam Bahasa C yang mengimplementasikan fungsi pada file header **queuelist.h**

Upload file **queuelist.c** saja.
- queuelist.h
- boolean.h

C

queuelist.c

Score: 100

Blackbox

Score: 100

Verdict: Accepted

Evaluator: Exact

No	Score	Verdict	Description
1	6	Accepted	0.00 sec, 1.63 MB
2	6	Accepted	0.00 sec, 1.62 MB
3	6	Accepted	0.00 sec, 1.51 MB
4	6	Accepted	0.00 sec, 1.64 MB
5	6	Accepted	0.00 sec, 1.64 MB
6	6	Accepted	0.00 sec, 1.55 MB
7	6	Accepted	0.00 sec, 1.59 MB
8	6	Accepted	0.00 sec, 1.66 MB
9	6	Accepted	0.00 sec, 1.64 MB
10	6	Accepted	0.00 sec, 1.49 MB
11	6	Accepted	0.00 sec, 1.71 MB
12	6	Accepted	0.00 sec, 1.66 MB
13	6	Accepted	0.00 sec, 1.61 MB
14	6	Accepted	0.00 sec, 1.49 MB
15	16	Accepted	0.00 sec, 1.59 MB

Question **6**

Correct

Mark 100.00 out of 100.00

Time limit	1 s
Memory limit	64 MB

Implementasikan linkdummy.h dengan membuat linkdummy.c!

Catatan:

- Elemen dummy adalah node dengan nilai infotype 0

C

linkdummy.c

Score: 100

Blackbox

Score: 100

Verdict: Accepted

Evaluator: Exact

No	Score	Verdict	Description
1	10	Accepted	0.00 sec, 1.59 MB
2	10	Accepted	0.00 sec, 1.59 MB
3	10	Accepted	0.00 sec, 1.58 MB
4	10	Accepted	0.00 sec, 1.50 MB
5	12	Accepted	0.00 sec, 1.61 MB
6	12	Accepted	0.00 sec, 1.58 MB
7	12	Accepted	0.00 sec, 1.49 MB
8	12	Accepted	0.00 sec, 1.54 MB
9	12	Accepted	0.00 sec, 1.55 MB

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