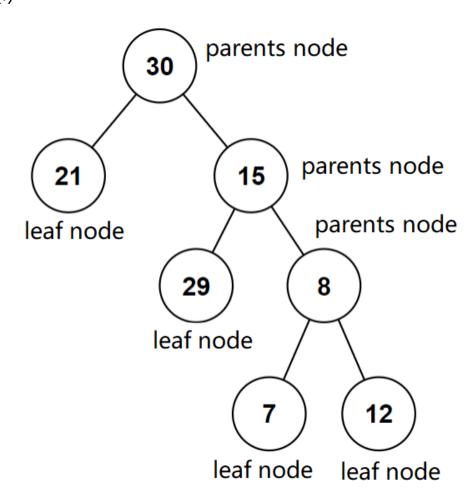
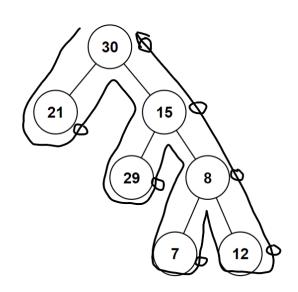
```
Q1.
   (a)
                      Algorithm: addition(x,n)
                 Requires: two positive integers x,n
                    Returns: One integer = x*n
1. If n == 1
2.
      Return x
3. Else
          return x + addition(x,n-1)
4. Endif
  (b)
                       Algorithm: power(x,n)
                Requires: two positive integers x,n
                    Returns: One integer = x^n
1. If n == 1
2.
      Return x
3. Else
          return addition(x, power(x, n - 1))
4. Endif
   (c)
1. n=4, x=3
2.
       return addition(3, power(3,3))
3.
       =3 * power(3,3) = 3 * 27 = 81
4.
          n=3, x=3
5.
             return addition(3, power(3,2))
6.
              =3 * power(3,2) = 3 * 9 = 27
7.
                 n=2, x=3
8.
                    return addition(3, power(3,1))
                    =3 * power(3,1) = 3 * 3 = 9
9.
10.
                        n=1, x=3
11.
                           return 3
                    Return 3 * 3 = 9
12.
             Return 3 * 9 = 27
13.
14.
       Return 3 * 27 = 81
15. Return 81
```

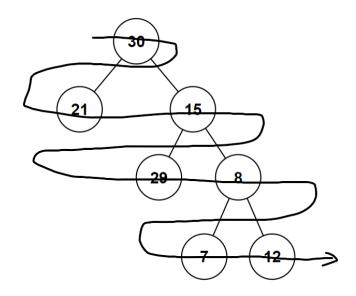
(i)



(ii)



(iii)



30-21-15-29-8-7-12

(b)

Algorithm: level(x,T)

Requires: a value x and a binary tree T

Returns: One integer = the level to which the value x belongs

- 1. If search(x,T) == False
- 2. Return -1
- 3. Elseif x == root(T)
- 4. Return 0
- 5. Else return max(level(x, left(T)+1, level(x, right(T))+1)
- 6. Endif

(c)

Put all the elements in a list using breadth first traversal scheme:

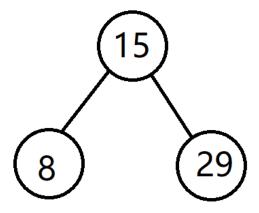
[30,21,15,29,8,7,12]

Sort the list:

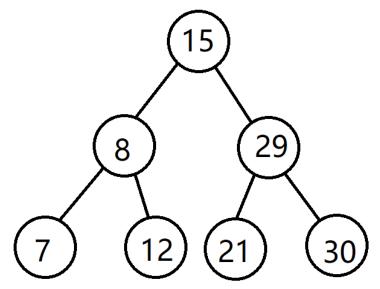
[7,8,12,15,21,29,30]

Find the middle element, and store it in root node.

For left/right sub-lists, find the middle elements and store them in the left/right child nodes on next level.



repeat this process until all elements are stored in the tree.



Q4.

(a)

(i)

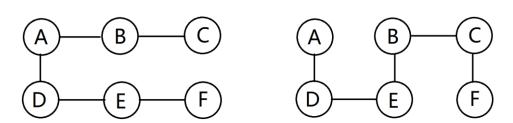
This graph is connected, and it has **two** odd vertexes, so it has Euler path.

(ii)

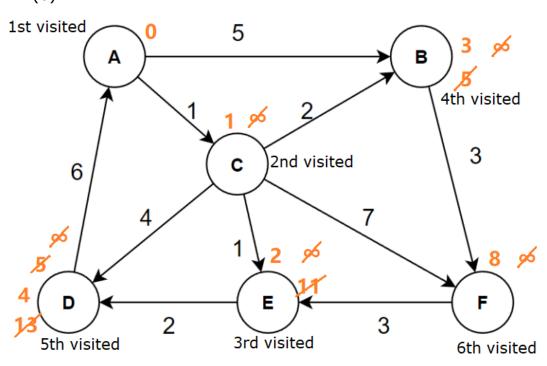
It is NOT a bipartite graph.

It can't be put into two sets, since there are multiple triangular cycles in the graph.

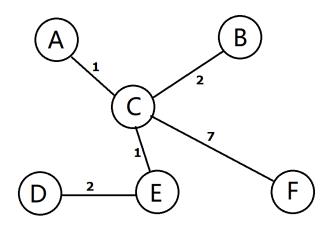
(iii)



(b)

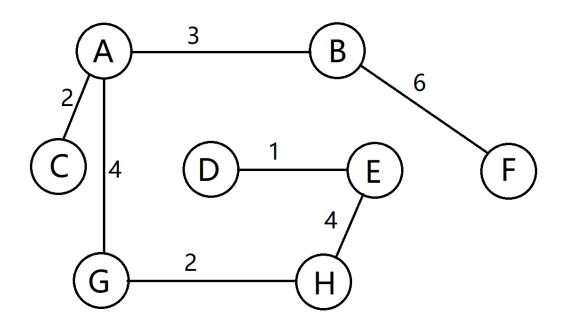


Vertices	Shortest path	Mininum cost
A to B	A-C-B	3
A to C	A-C	1
A to D	A-C-E-D	4
A to E	A-C-E	2
A to F	A-C-F	8



(c)

Visited	Unvisited	Edge selected
Α	B,C,D,E,F,G,H	AC-2
A,C	B,D,E,F,G,H	AB-3
A,C,B	D,E,F,G,H	AG-4
A,C,B,G	D,E,F,H	GH-2
A,C,B,G,H	D,E,F	EH-4
A,C,B,G,H,E	D,F	DE-1
A,C,B,G,H,E,D	F	BF-6
A,C,B,G,H,E,D,F		Done.



Mininum cost 1+2+2+3+4+4+6=22