

ADS 2021: Week 2 Exercises

Exercises for Algorithms and Data Structures at ITU. The exercises are from *Algorithms, 4th Edition* by Robert Sedgwick and Kevin Wayne unless otherwise specified. Color-coding of difficulty level and alterations to the exercises (if any) are made by the teachers of the ADS course at ITU.

1.2.6 - Green A string *s* is a circular rotation of a string *t* if it matches when the characters are circularly shifted by any number of positions; e.g., ACTGACG is a circular shift of TGACGAC, and vice versa. Detecting this condition is important in the study of genomic sequences. Design an algorithm that checks whether two given strings *s* and *t* are circular shifts of one another.

1.3.7 - Green Describe how you could create a method/function `peek()` to `Stack` that returns the most recently inserted item on the stack (without popping it).

1.3.19 - Green Explain how you would create a method/function `removeLast()`, that removes the last node in a linked list whose first node is stored in the variable `first`. Making a drawing of what is going on is encouraged.

1.3.20 - Green Explain and draw how one could design a method/function `delete()` that takes an `int` argument *k* and deletes the *k*th element in a linked list, if it exists.

1.3.21 - Green Explain how one could design a method `find()` that takes a linked list and a string *key* as arguments and returns `true` if some node in the list has *key* as its `item` field, `false` otherwise.

1.3.22 - Green Suppose that *x* is a linked list `Node`. What does the following code fragment do? (This question is also in the quiz, but necessary for the question below).

```
t.next = x.next;  
x.next = t;
```

1.3.23 - Green Why does the following code fragment not do the same thing as in the previous question?

```
x.next = t;  
t.next = x.next;
```

1.3.27 - Green Suppose that you get a reference for the first node in a linked list. Describe how you can find and output the maximum key in the list. Assume that all keys are positive integers, and return 0 if the list is empty.

1.3.28 - Yellow Develop a recursive solution to the previous question (1.3.27).

1.3.24 - Yellow Explain how you would design a method/function `removeAfter()` that takes a linked-list `Node` as argument and removes the node following the given one (and does nothing if the argument or the next field in the argument node is null).

1.3.25 - Yellow Explain how you would design a method/function `insertAfter()` that takes two linked-list nodes (`n1` and `n2`) as arguments. Assume that `n1` is in a list, and insert `n2` immediately after `n1`. Do nothing if either argument is null.

1.3.31 - Red A doubly-linked list is a linked list, where each node contains a reference to the previous node in the list in addition to the reference to the next node. We define the nodes of this list to be of the class `DoubleNode`. Explain how the class `DoubleNode` differs from a regular `Node` class in a linked list, and make a drawing of a doubly-linked list data structure.

Next, describe how the following methods/functions work in a doubly-linked list: Insert at the beginning, insert at the end, remove from the beginning, remove from the end, insert before a given node, insert after a given node, and remove a given node.

1.3.48 - Red A double-ended queue or deque (pronounced “deck”) is like a stack or a queue but supports adding and removing items at both ends, so where a regular stack has a `push()` function, a deque has both `pushLeft()` and `pushRight()` functions and similarly a deque has `popLeft()` and `popRight()` functions instead of just a `pop()` function.

How can a two stacks be implemented using a single deque so that each operation takes a constant number of deque operations?