

Static data structures

GCSE A Level



In many programming languages, programmers have a choice of using a dynamic or a static data structure. If a static structure is chosen, which one of the following statements is **accurate** ?

- ☐ You can retrieve an element directly by index.
- ☐ You cannot add items to a static structure.
- ☐ You cannot delete items from a static structure.

Record: advantages

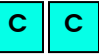
Rudi has made a list of gifts that he would like to buy for his family to celebrate the festive break. He has written a program to help him keep track of his ideas. For each gift idea he wants to store:

- Name of the person (the gift is for)
- Description of the gift
- Likely cost
- Purchased (yes/no)

He has decided that an **array of records** is a suitable data structure for his program.

Why has Rudi decided that a record structure is a suitable container for each gift idea?

- ☐ It can hold data of different data types.
- ☐ There is no limit to the number of records he can store.
- ☐ The elements of the record (the fields) can be referred to using an index number.



Dictionary: trace algorithm

Abe has been writing a program that generates a festive name.

To create the festive name, the program looks up each letter of the person's name in the **words** dictionary. The corresponding value associated with each letter key is concatenated to the **festive_name** variable without any spaces.

For example, the name **Abe** should generate the festive name **AntlerBellElf**.

The code within the **for** loop is incomplete. What should the missing code be?

Pseudocode

```
1  DICTIONARY words = {
2      "A": "Antler",
3      "B": "Bell",
4      "C": "Carol",
5      "D": "Decorations",
6      "E": "Elf"
7  }
8
9  // Ask user for a name and convert it to uppercase
10 name = INPUT("Enter a name: ")
11 name = UPPER(name)
12
13 festive_name = ""
14
15 // Create a festive name from the words dictionary and name
16 FOR i = 0 TO LEN(name)
17     // Use the current letter from name as the key of the words dictionary
18     festive_name += >>> MISSING CODE >>>
19 NEXT i
20
21 PRINT("Your festive name is " + festive_name)
```

The code within the **for** loop is incomplete. What should the missing code be?

- ☐ words[i]
- ☐ words[name]
- ☐ words[name[i]]

Binary or linear search? 2

Identify **three** reasons why you may choose to perform a linear search rather than a binary search on a list of data.

- ☐ The algorithm is simpler to implement
- ☐ The list is very long
- ☐ The list is unsorted
- ☐ The list is very short
- ☐ The list is sorted

Binary or linear search? 1

You have been provided with some cards that are in the following order:



Part A



You need to find out if the number 4 is in the list of cards. Which searching algorithm would require the **fewest** number of comparisons to find the data?

- ☐ Linear
- ☐ Binary
- ☐ Both would be the same



Part B



You now need to find out if the number 9 is in the list of cards. Which searching algorithm would require the **fewest** number of comparisons to find the data?

- ☐ Both would be the same
- ☐ Binary
- ☐ Linear



Binary search: max comparisons 5

You are trying to find a movie in the media library stored on your computer, and decide to use a binary search algorithm to do it.

Your media collection has 100 titles in it. What is the maximum number of comparisons that could be made on your media collection while attempting to find a movie?

Here is a pseudocode version of the binary search algorithm:

Pseudocode

```
1 FUNCTION binary_search(data_set, item_sought)
2     index = -1
3     found = False
4     first = 0
5     last = LEN(data_set) - 1
6     WHILE first <= last and found == False
7         midpoint = (first + last) DIV 2
8         IF data_set[midpoint] == item_sought THEN
9             index = midpoint
10            found = True
11        ELSE
12            IF data_set[midpoint] < item_sought THEN
13                last = midpoint - 1
14            ELSE
15                first = midpoint + 1
16            ENDIF
17        ENDIF
18    ENDWHILE
19    RETURN index
20 ENDFUNCTION
```

Bubble sort: complete 2

Put the lines of code provided into the correct order to create a bubble sort algorithm.

Please note that you should use correct indentation in your answer.

Available items

items[index + 1] = temp

END IF

temp = items[index]

NEXT index

items[index] = items[index + 1]

num_items = LEN(items)

FOR pass_num = 1 TO num_items - 1

NEXT pass_num

IF (items[index] > items[index + 1]) THEN

FOR index = 0 to num_items - 2

Bubble sort: efficiency

A bubble sort algorithm is written in pseudocode below. Study the pseudocode and then select **two** changes that could be made to improve the efficiency of the algorithm.

Pseudocode

```
1  PROCEDURE bubble_sort(items)
2      num_items = LEN(items)
3      FOR pass_num = 1 TO num_items - 1
4          FOR index = 0 TO num_items - 2
5              IF (items[index] > items[index + 1]) THEN
6                  temp = items[index]
7                  items[index] = items[index + 1]
8                  items[index + 1] = temp
9              ENDIF
10         NEXT index
11     NEXT pass_num
12 ENDPROCEDURE
```

- ☐ The inner for loop could be changed to a while loop that only swaps items if they are out of order
- ☐ The outer for loop could be changed to a while loop that stops once no swaps are made during a single pass
- ☐ The variable **temp** is not needed when swapping items in this way and could be removed
- ☐ The outer for loop could be changed so that the number of swaps made is reduced by 1 after each pass
- ☐ The inner for loop could be changed so that the number of repetitions is reduced by 1 after each pass

Merge sort: trace 3

Amaia coaches a school basketball team. She keeps the scores that the team got in the latest tournament in a list called `basketball_finals`. You can see the items of the list below:

basketball_finals				
250	120	95	101	80

Amaia wants to use the merge sort algorithm to sort the scores from lowest to highest value. Fill in the gaps with the values to show the order of the items after the **first merge**. Assume that the splitting stage has already completed and each value is in a list of its own.

Final split				
250	120	95	101	80
Merge 1				
<div></div>	<div></div>	<div></div> <div></div>	<div></div>	<div></div>

Items:

80

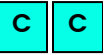
95

101

120

250

Recursion: trace code 5



A recursive subroutine has been written as follows:

Pseudocode

```
1 FUNCTION do_something(x, y)
2     IF x == 1 THEN
3         RETURN y
4     ELSE IF y == 1 THEN
5         RETURN x
6     ELSE
7         RETURN do_something(x-1, y-2)
8     ENDIF
9 ENDFUNCTION
```

Trace the subroutine to determine what the final return value will be when the following call is made:

`do_something(4, 8)`