

# Untitled

## HTML Content

**1. Java autoboxing and equals().** Consider two double values a and b and their corresponding Double values x and y.

- Find values such that (a == b) is true but x.equals(y) is false.
- Find values such that (a == b) is false but x.equals(y) is true.

*Note: these interview questions are ungraded and purely for your own enrichment. To get a hint, submit a solution.*

- a=0.0, b=-0.0
- a=b=Double.NaN

### Correct

*Hint:* IEEE floating point arithmetic has some peculiar rules for 0.0, -0.0, and NaN. Java requires that equals() implements an equivalence relation.

**2. Check if a binary tree is a BST.** Given a binary tree where each Node contains a key, determine whether it is a binary search tree. Use extra space proportional to the height of the tree.

```
private class Node {
    private int key; // sorted by key
    private int val; // associated data
    private Node left, right; // left and right subtrees
    private int N; // number of nodes in subtree

    public Node(int key, int val, int N) {
        this.key = key;
        this.val = val;
        this.N = N;
    }
}

public boolean checkBST(Node p, int min, int max) {
    if (p == null) return true;
    if (p.key >= max || p.key <= min ) return false;
    return checkBST(p.left, min, p.key) && checkBST(p.right, p.key, max);
}
```

**Correct**

*Hint:* design a recursive function `isBST(Node x, Keymin, Keymax)` that determines whether `x` is the root of a binary search tree with all keys between `min` and `max`.

**3. Inorder traversal with constant extra space.** Design an algorithm to perform an inorder traversal of a binary search tree using only a constant amount of extra space. 11

```
public void inorder(Node root) {
    if (root == null) return;

    Node previous;
    Node current = root;
    while (current != null) {
        //current has no left child, print current, then go right
        if (current.left == null) {
            System.out.println(current.val);
            current = current.right;
        }
        else {
            previous = current.left;

            //go down to current left children's rightmost child
            while (previous.right != null && previous.right != current) {
                previous = previous.right;
            }

            //if the rightmost child hasn't being linked to current, then link it, and traverse to current left
            if (previous.right == null) {
                previous.right = current;
                current = current.left;
            }
            //if the rightmost child already linked to current (current left children being traversed), then print current and cut
            //the link to restore tree structure
            else {
                previous.right = null;
                System.out.println(current.val);
                current = current.right;
            }
        }
    }
}
```

**Correct**

**Hint:** you may modify the BST during the traversal provided you restore it upon completion.

4.Web tracking. Suppose that you are tracking  $n$  web sites and  $m$  users and you want to support the following API:

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- User visits a website.
- How many times has a given user visited a given site?

What data structure or data structures would you use?

```
public static void main(String[] args) {
    double a = Double.NaN;
    double b = Double.NaN;
    Double x = new Double(a);
    Double y = new Double(b);
    System.out.println(a==b);
    System.out.println(x.equals(y));
}
```

**Correct**  
*Hint:* maintain a symbol table of symbol tables.

