



## Primary Examination, Semester 1, 2017

### Algorithm Design and Data Structures COMPSCI 1103, 2103

Official Reading Time: 10 mins  
Writing Time: 120 mins  
Total Duration: 130 mins

Questions	Time	Marks
Answer all 7 questions	120 mins	120 marks
		120 Total

#### Instructions

- Begin each answer on a new page in the answer book.
- Examination material must not be removed from the examination room.

#### Materials

- Foreign language paper dictionaries permitted.

DO NOT COMMENCE WRITING UNTIL INSTRUCTED TO DO SO

**Programming Fundamentals****Question 1**

- (a) You use the `new` keyword to allocate a dynamic variable and provide a pointer to that variable.

i. Where does the memory for this new variable come from?

[1 mark]

ii. Where is the pointer to the new variable stored?

[2 marks]

iii. Please explain why we do not have to manually delete local variables in C++, but have to do so for heap variables allocated using `new`.

[2 marks]

- (b) Please consider each of the following statements carefully and give the answer **true** or **false** and justify your answer.

i. Linked lists are contiguous in memory.

[2 marks]

ii. The `virtual` keyword on the function means that you can now overload the function.

[2 marks]

- (c) What is the output of the following code fragment?

```
int* x,y;  
x = new int;  
y = 15;  
*x = 25;  
cout << *x << " " << y << endl;  
y = *x;  
cout << *x << " " << y << endl;  
*x = 50;  
cout << *x << " " << y << endl;
```

[3 marks]

- (d) “In C++, the vector template class provides bound checking.” Is this statement true or false? Provide an explanation to support your answer.

[2 marks]

- (e) Give an example of a brute-force strategy and where you might use it.

[4 marks]

**[Total for Question 1: 18 marks]**

**Inheritance and Object Oriented Programming****Question 2**

- (a) The concept of polymorphism is associated with the mechanism known as *dynamic binding*. Please briefly explain what dynamic binding means.

[2 marks]

- (b) What is a friend function?

[2 marks]

- (c) Please clearly describe, in the context of C++, the difference between:

- overloading
- overriding

You may use diagrams where necessary.

[4 marks]

- (d) Consider the following two classes.

```
class Pet
{
public:
    void print(); // Prints out the name of a Pet
    string name;
};
class Cat: public Pet
{
    void print(); // Prints out name and weight of a Cat.
    double weight;
};
```

- i. What problem occurs when the following statements are executed?  
Note: the following operations are all legal.

```
Cat vcat;
Pet vpet;
vcat.name = "Bella";
vcat.weight = 3.8;
vpel = vcat;
```

[2 marks]

- ii. Consider a different code fragment shown in the following.

```
Cat vcat;
Pet vpet;
vcat.name = "James";
vpel = vcat;
vpel.weight = 4.2;
```

Is the operation corresponding to the last statement legal? Briefly explain.

[2 marks]

- iii. Please provide the modified class interfaces which make the following code block work as expected.

```
void Cat::print(){
    cout << "name: " << name << endl;
    cout << "weight: " << weight << endl;
}

Pet *ppet;
Cat *pcat;
pcat = new Cat;
ppet = pcat;
ppet -> print(); // Prints out the name and weight
```

[2 marks]

**[Total for Question 2: 14 marks]**

**Recursion****Question 3**

- (a) What are the three requirements for successful recursion in C++?

[3 marks]

- (b) Please explain the advantages and disadvantages of using recursion instead of an iterative approach.

[2 marks]

- (c) i. Write a recursive function `int func(int n, int c)` that returns the solution of function  $f(n) = n! + c$ . Please do not use any helper function.

e.g.  $\text{func}(4,3) = 4! + 3 = 27$

[8 marks]

- ii. Why does a recursive function use the stack?

[1 mark]

- iii. Explain how stack memory is managed when `func(4, 3)` is executed.

[4 marks]

**[Total for Question 3: 18 marks]**

**Complexity Notation****Question 4**

(a) What is the definition of  $f(n)$  being in  $O(g(n))$ ?

[1 mark]

(b) What is the definition of  $f(n)$  being in  $\Omega(g(n))$ ?

[1 mark]

(c) Please prove that  $n^3 + 10n^2 + 10000$  is in  $\Theta(n^3)$ .

[4 marks]

(d) Please prove that  $n^3 + 10n^2 + 10000$  is not in  $O(n^2)$ .

[1 mark]

(e) Given that  $f(n) \in O(n^2)$  and  $g(n) \in O(\log n)$ , please prove that  $f(n) * g(n) \in O(n^3)$ .

[4 marks]

(f)  $f$  is a function that satisfies the following:

- $f$  is in  $O(n^2)$ ,
- $f$  is in  $\Omega(n)$ ,
- $f$  is neither in  $\Theta(n)$  nor in  $\Theta(n^2)$ .

Can you give an example of such a function  $f$ ? Please also prove that the function you named indeed satisfies all of the above.

[5 marks]

**[Total for Question 4: 16 marks]**

**Sorting and Searching****Question 5**

- (a) Please illustrate the process of sorting the list  $\{5, 1, 6, 4, 9\}$  using bubble sort.

[2 marks]

- (b) Please illustrate the process of merging the two sorted lists  $\{1, 1, 5, 9\}$  and  $\{4, 7, 12, 14\}$  in mergesort.

[2 marks]

- (c) i. Given a list of  $n$  integers, you are asked to sort them in **descending** order using *quicksort*. Please write down the pseudo-code of quicksort with the last element as pivot.

[5 marks]

- ii. The performance of quicksort depends on the selection of the pivot value. What kind of pivot value will result in the worst-case performance? Please provide some analysis.

[2 marks]

- (d) Given a list of  $n$  values of type `int` (sorted, in **descending** order), please provide the pseudo code of binary search to find out whether the value `obj` is in the list.

[4 marks]

- (e) Consider the following sorting algorithm (called “TwoMinSort”):

Let  $L$  be a list of distinct integers.

- Scan  $L$  to find the minimal value  $min$  and the second minimal value  $min'$
- Swap the positions of  $min$  and  $L[0]$
- Swap the positions of  $min'$  and  $L[1]$
- Run “TwoMinSort” recursively on elements from  $L[2]$  to  $L[n]$

Please analyze the above algorithm and state its time complexity in Big-O notation.

[5 marks]

- (f) Consider the following modified version of binary search:

Let  $L$  be a list of sorted values and let  $n$  be the number of elements in  $L$ :

- Check  $L[n/3]$
- The above values determine which sublist to focus on (it should be noted that one sublist has size  $n/3$  while the other sublist has size  $2n/3$ )
- Run the same algorithm recursively on the sublist

What is the time complexity of the above algorithm? Please support your answer with a brief proof.

[5 marks]

**[Total for Question 5: 25 marks]**



**Linked Lists****Question 6**

Define a linked list containing  $n$  nodes as follows:

```
struct Node {  
    int data;  
    Node *link;  
}
```

- (a) What is the time complexity for adding a node at the end of the linked list? Please also provide the pseudo-code for this operation.

[4 marks]

- (b) Stacks and Queues are often implemented based on linked lists.

i. What is a stack?

[1 mark]

ii. What are the common operations of the queue?

[2 marks]

iii. What does FIFO represent in the context of algorithms and data structures?

[1 mark]

- (c) Given a doubly linked list, what is the time complexity for deleting a node in the middle of the linked list?

[2 marks]

- (d) Please describe how to swap two adjacent elements by adjusting only the links (and not the data) using:

i. Singly linked lists

[2 marks]

ii. doubly linked lists

[2 marks]

- (e) A deque is a data structure consisting of a list of items, on which the following operations are possible:

- `push(x)`: Insert item  $x$  on the front end of the deque.
- `pop()`: Remove the front item from the deque and return it.
- `inject(x)`: Insert item  $x$  on the rear end of the deque.
- `eject()`: Remove the rear item from the deque and return it.

How do you use the singly linked list to implement a deque which support the basic operations above to be done with  $O(1)$  complexity? Please provide C++ code segments and analysis to support your design.

[8 marks]

**[Total for Question 6: 22 marks]**

**Trees****Question 7**

Define a tree node as follows:

```
struct Node {  
    int data;  
    Node *left;  
    Node *right;  
}
```

(a) What is a tree in the context of algorithms and data structures?

[1 mark]

(b) What is the definition of a binary search tree?

[3 marks]

(c) Write a function `bool search(struct Node *root, int obj)` that takes as input a binary search tree root and a value of obj. The function returns whether obj exists in the tree or not.

[3 marks]

**[Total for Question 7: 7 marks]**