# FIT1008 – Intro to Computer Science Tutorial 1

### Semester 1, 2018

### Objectives of this tutorial

- For you to get to know each other and your tutor.
- To understand the organisation of this unit.
- To revise the material you covered in FIT1045 or equivalent.

#### Exercise 1

Consider the following pseudo code:

```
/* An algorithm to perform a MYSTERY action */
        count <- 0
        sum <- 0
        i <- 0
        while i < length(aList) {</pre>
             print "Outside"
             count <- count+1
             sum <- sum + aList[i]</pre>
10
             j <- 0
12
             while j < length(aList) {</pre>
13
                   print "פרסים Inside"
14
                   \  \  \, \text{count} \ <\text{-} \  \, \text{count} +1
15
                   sum <- sum + aList[j]</pre>
                   j < -j + 1
17
18
             i < -i + 1
21
        print "Sum: " + sum
        return count
```

Discuss the answers to the following questions:

- (i) For a list of length 7, how many times does the mystery function print "Outside" and print " Inside"?
- (ii) What is the value returned in count for a list of length 7?
- (iii) What value is printed for sum when the list contains numbers 1,2,3,4,5,6 and 7?

(iv) Discuss the answers to the above four questions for a list of length N.

#### Exercise 2

A string can be considered as a list of letters, and we could use the notation w[k-1] to denote the kth letter in the string w. A palindrome is a string which is spelt the same ways forwards as backwards. For example, abba is a palindrome but abbbaba is not. Write a function which takes as a parameter a string and returns True if the string is a palindrome, and False otherwise.

### Exercise 3

Write a function which takes as parameters two lists, list1 and list2, and prints out all the items that belong to both lists.

## Exercise 4

Answer the following questions:

- How does a heap differ from a binary search tree?
- How does a stack differ from a queue?
- How does recursion differ from iteration?