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\documentclass{article}

\usepackage[utf8]{inputenc}

\usepackage{xcolor}

\usepackage{graphicx}

\usepackage[T1]{fontenc}

\usepackage{multirow}

\usepackage[normalem]{ulem}

\useunder{\uline}{\ul}{}

\usepackage[showframe,margin=1.0in]{geometry}

\vspace{-50mm}

\title{\textbf{\hspace{-20mm}{Data Structures and Algorithms: Assignment 3}}}

\begin{document}

\begin{center}

\title{\textbf{\hspace{-20mm}{Data Structures and Algorithms: Assignment 3}}}

\end{center}

\begin{center}

\author{Data Structures and Algorithms: Assignment 3}

\end{center}


\date{}


\maketitle

\hspace{-10mm}

\textbf{\textit{\hspace{0.7mm}{Maximum points} you can get from Assignment 3 is \textbf{130 points}
(100 points + 30 points \textbf{BONUS}).

Distribution of points within questions has been given in parentheses below.}

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\begin{itemize}

\item \textbf{Criteria to pass “Assignments” sub-course (3.5 HEC): sub-course (3.5 HEC):}

From each assignment (i.e.

Assignment 1, Assignment 2 and Assignment 3) you have to get minimum 50 points (out of

100 points for Assignments 1 and 2, and out of 130 points for Assignment 3).

\textbf{Information about Deliverables:} You will submit a pdf file for the answers to questions that do not require programming. For the answers consisting of implementation in Java, you will submit the .java files that you worked on and completed. {\color{red}\textbf{ Please ensure that you follow these submission

instructions while submitting your Assignment\#3 on Canvas.}}

Please, make sure that your code is compilable and runnable.

\begin{itemize}

\item Work on the skeleton codes provided.

\item Do not rename or alter anything in the predefined public classes/constructors/methods in the skeleton codes. Please do not change anything that we already implemented in the skeleton files. Such attempt will break the unit tests.

\item Do not change the name of the skeleton files you are working on.

\item Don't bundle any of your code in packages. Please, just submit java files for questions that require coding.

\begin{itemize}

\item For \textbf{Question 2}, you will work on RPN.java skeleton file and submit the final version of RPN.java.

\item For \textbf{Questions 3-6}, you will work on Singly Linked List.java skeleton

file and submit the final version of Singly Linked List.java.

\item For \textbf{Questions 7-9}, you will work on Tree.java skeleton file and submit the final version of Tree.java.

\item If you also decide to solve \textbf{Question 10} (BONUS QUESTION), you will work on Hash Table.java skeleton file and submit the final version of Hash Table.java

\end{itemize}

\end{itemize}

\item For answers that do not require programming, make sure that you submit a PDF file for your written/scanned work. This is due to that pdf generally more accepted format for reading, furthermore preserves the formatting.

\begin{itemize}

\item\hspace{-10mm} [THIS IS A RECOMMENDATION] We would highly recommend using Latex for scientific formatting. An easy way to get going: {\color{blue}\underline{www.overleaf.com} (Links to an external site.)Links to an external site.}}, if you like online editing.

\end{itemize}

\item When you submit, place all relevant files (only .pdf and .java files) in a folder and name the folder "assignmentX_groupY" where the X is the assignment number and Y group number.

Compress (i.e., zip, but NOT rar) the folder, to obtain "assignmentX_groupY.zip" file. Submit

"assignmentX_groupY.zip" file on Canvas. Make sure not to include any hidden files

(especially from macOS, see the following link:

{\color{blue}\underline{https://superuser.com/questions/757593/whatis\~ds-store\~file\~in\~windows}})

\end{itemize}

{\color{red}\textbf{Submission Deadline:}}\textbf{ 11.03.2018 at 08:00 am in the morning SHARP!!}\

\textbf{Stacks and Queues}\\

Question 1 Show how to implement a queue using 2 stacks (no Java code is needed, just a sketch and pseudo code) (11 points). What are the complexities of enqueue() (2 points) and dequeue() operations (2 points)?\\

Note: A stack is a data structure with push(), pop(), and isEmpty() operations; a queue is a data structure with enqueue(), dequeue() and isEmpty() operations.\\

Question 2 (20 points) This question will require that you work on RPN.java skeleton file.

Implement a simple Reverse Polish Notation (RPN) calculator. Reverse Polish Notation (RPN) is a way of representing arithmetic expression, which does not require parentheses. See these resources for more explanations:

\begin{itemize}

\item{\color{blue}https://www.youtube.com/watch?v=UU5_UhVQhYkY}

\item{\color{blue}<http://mathworld.wolfram.com/ReversePolishNotation.html>}

\item{\color{blue}https://en.wikipedia.org/wiki/Reverse_Polish_notation}\\

\item{\color{blue}<http://hp15c.com>}\\

\end{itemize}

Your job is to implement an RPN calculator that will read from the input terminal (i.e., standard input) and print the results on the standard output. Example session with the calculator may look as follows:\\

\\$ java RPN\\

> 2\\

2\\

> 5\\

2 5\\

> +\\

7\\

> quit\\

Quitting\\

The text that follows the > character has been typed by the user, whereas the other lines have been output by the calculator. After processing a line of input, the calculator should print the current contents of its evaluation stack, or quit if the word quit appeared. You should start with the RPN.java skeleton file, which currently contains code that reads input and prints messages on the standard output. The calculator should support the operators +, -, * and / on integers. [You should use the standard Stack collection from Java]\\

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\textbf{Linked Lists}\\

Questions from this part will require that you work on the Singly Linked List.java skeleton file.\\

\textbf{Question 3}\\

Implement the method get(int n), which should return the element of index (indexing starts with 0). If the index is out of bounds, the exception Illegal Argument Exception should be thrown (8 points). What is the complexity of this method? (2 points)\\

\textbf{Question 4}\\

Implement the method insertAt(Item x, int n), which should insert an element at index n into the list. If the index is out of bounds, the exception IllegalArgumentException should be thrown (8 points). What is the complexity of this method? (2 points)\\

\textbf{Question 5}\\

Implement the method remove At(int n), which should remove an element at index n from

the list. If the index is out of bounds, the exception `IllegalArgumentException` should be thrown (8 points). What is the complexity of this method? (2 points)\

\textbf{Question 6}\

Implement the method `reverse()`, which should reverse the list (8 points). What is the complexity of this method? (2 points)\

\textbf{Trees}\

In this part of the assignment you will work on the `Tree.java` skeleton file. The `Tree` class defined in the file represents a generic binary tree with labels in all nodes. You may assume that the depth of the tree is at most

\textbf{Question 7}\

Implement the method `nthBFS(int)`, which returns the `nth` element in Breadth First Search (BFS) order (“Breadth First Search” is also known as “Level Order Search”) (6 points).\

\textbf{Question 8}\

Implement the method `printDFS()`, which should print the labels of the tree’s nodes in preorder depth-first-search (DFS). The labels should be separated by new-lines, and may be printed using `toString()` method. (7 points).

For example, for the graph below, the method should print the following lines:\

1\

2\

4\

5\

3\

```

\begin{figure}

\centering

\includegraphics[scale=1.0]{Tree.png}

\caption{Tree}

\label{fig:my_label}

\end{figure}

```

What is the complexity of this method? (2 points)

Question 9

Implement the method `insert BST(Item i)`. The method assumes that the tree is a binary search tree (BST) and inserts item into it. When the item is inserted the method should modify the rest of the tree so that the tree is still a BST. (7 points). If the item already exists in the tree, another copy should be inserted. (3 points).

Hash Tables

Question 10 (BONUS QUESTION: 30 points)

During Hands-on Programming Session #8, you worked on the implementation of linear probing.

In this part of your assignment, you will also implement quadratic probing hash table, and perform simulations to compare the observed performance of hashing (i.e., linear vs. quadratic) with the theoretical results. You were asked to fill in the first half of the table for linear probing during the Hands-on Programming Session #8. In this question, you are asked to complete the table. You will have to hand in both the table, in a pdf file, and the code produced for linear and quadratic probing hash tables for this question.

You will base your solution on the Hash Table.java skeleton file, which you also used during

Hands-on Programming Session #8. Implement a probing hash table and insert 10,000 randomly


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0.9          & \multicolumn{1}{|}|{} & \multicolumn{1}{|}|{} & \multicolumn{1}{|}|{} &
\multicolumn{1}{|}|{} & \multicolumn{1}{|}|{} & & \\ \hline
\end{tabular}

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