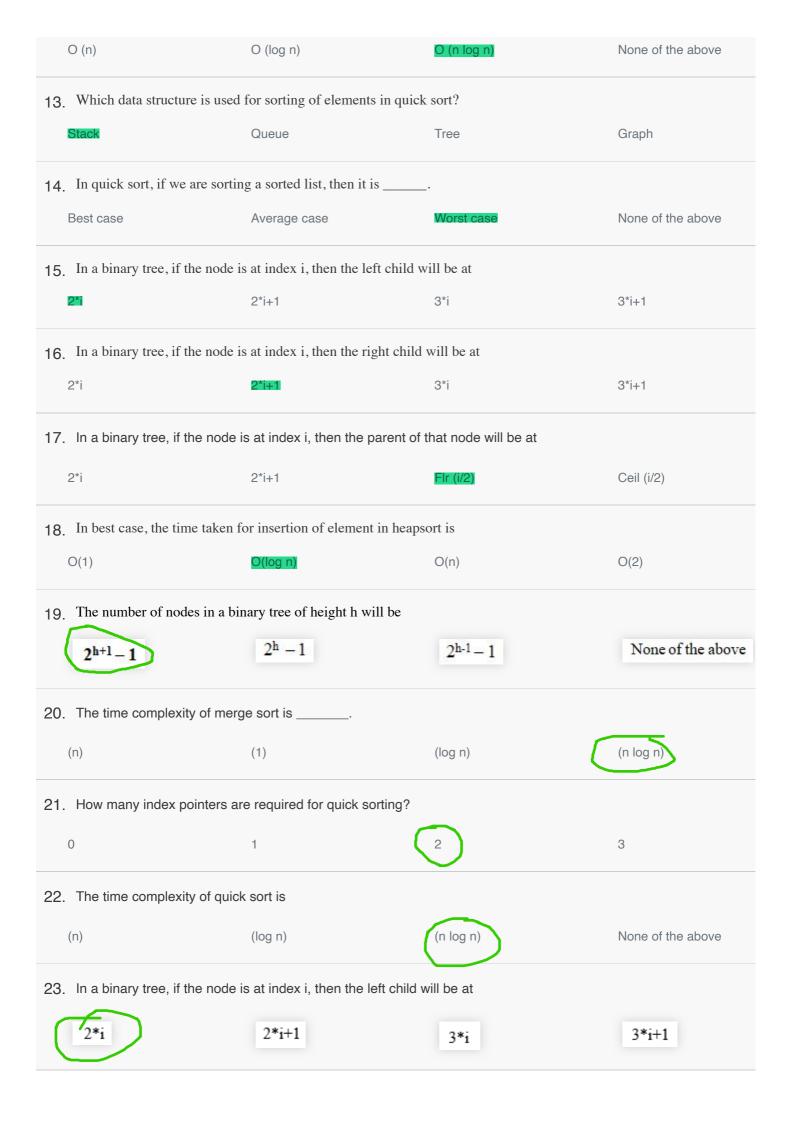
| In  | In divide and conquer strategy, the main problem and sub-problems must be of nature. |                         |                              |                   |  |  |
|---|--|-------------------------|------------------------------|-------------------|--|--|
|   | Same   | Different               | Opposite                     | None of the above |  |  |
| 2.  | What can be done using divide and conquer strategy?                                  |                         |                              |                   |  |  |
|   | Merge sort   | Binary search           | Quick sort                   | All of the above  |  |  |
| 3.  | How do we find the mid in binary search?   |                         |                              |                   |  |  |
|   | Mid = ceil [(I + h)/2]   | Mid = floor [(I + h)/2] | Mid = square [(I + h)/<br>2] | None of the above |  |  |
| 4.  | The worst case time complexity of binary search is                                   |                         |                              |                   |  |  |
|   | O(1)   | O(log n)                | O(n)                         | O(n log n)        |  |  |
| 5.  | The best case time complexity of binary search is                                    |                         |                              |                   |  |  |
|   | O(1)   | O(log n)                | O(n)                         | O(n log n)        |  |  |
| 6.  | 6. The process of merge sort is based upon   |                         |                              |                   |  |  |
|   | Divide and conquer strategy  | Dynamic programming     | Greedy approach              | None of the above |  |  |
| 7.  | The time complexity of merge sort is   |                         |                              |                   |  |  |
|   | O (n)  | O (1)                   | O (log n)                    | O (n log n)       |  |  |
| 8.  | Traversing of elements in merge sort is done in                                      |                         |                              |                   |  |  |
|   | Preorder   | Postorder               | Inorder                      | None of the above |  |  |
| 9.  | In merge sort, the time function $T(n)$ using recurrence relation when $n = 1$ is    |                         |                              |                   |  |  |
|   | 0  | •                       | -1                           | None of the above |  |  |
| 10. In merge sort, the list is considered as small, when it is having element.  |  |                         |                              |                   |  |  |
|   | 0  | 1                       | 2                            | 3                 |  |  |
| 11. The idea behind the quick sort is, the elements on the left side of pivot must be and the elements on the right side of pivot must be |  |                         |                              |                   |  |  |
|   | Greater, smaller   | Smaller, greater        | Smaller, smaller             | Greater, greater  |  |  |
| 12  | The time complexity of quic  | k sort is               |                              |                   |  |  |



| In a binary tree, if the node is at index i, then the right child will be at |   |  |  |  |
|--|---|--|--|--|
| 2*i+1  | 3*i                                       | 3*i+1  |  |  |
| ee, if the node is at index i, then the p                                    | parent of that node will be at            |  |  |  |
| 2*i+1  | Flr (i/2)                                 | Ceil (i/2)   |  |  |
|  | ee, if the node is at index i, then the p | ee, if the node is at index i, then the parent of that node will be at |  |  |