



# MACHAKOS UNIVERSITY

University Examinations for 2022/2023

## SCHOOL OF ENGINEERING AND TECHNOLOGY

### DEPARTMENT OF COMPUTING AND INFORMATION TECHNOLOGY

#### SECOND YEAR FIRST SEMESTER EXAMINATION FOR

#### BACHELOR OF SCIENCE (MATHEMATICS AND COMPUTER SCIENCE)

#### BACHELOR OF SCIENCE (COMPUTER SCIENCE)

#### SCO204: DATA STRUCTURES AND ALGORITHMS

DATE:

TIME:

### INSTRUCTIONS

#### *Instructions*

This paper consists of **FIVE** questions.

Answer **QUESTION ONE** and other **TWO** questions in this paper.

#### Question One (Compulsory 30 marks)

- (a) Explain each of the following terms as used in data structures:
- (i) Data item; (2 marks)
  - (ii) Entity; (2 marks)
  - (iii) Record. (2 marks)
- (b) Large programs implement data structures. Explain **three** reasons that necessitate this implementation. (6 marks)
- (c) (i) Distinguish between *priori analysis* and *posterior analysis* as used in algorithms. (4 marks)  
(ii) With the aid of a diagram in each case, describe **two** time complexities in data structures. (4 marks)
- (d) Write an algorithm for bubble sort. (4 marks)
- (e) The following data items were stored in a tree.  
76      89      64      55      40      76      39  
(i) Represent this data items in a binary search tree. (3 marks)

- (ii) State the output when the tree in (i) is traversed using the post order strategy. (3 marks)

## QUESTION TWO (20 MARKS)

- (a) Describe each of the following types of algorithms.
- (i) Divide and Conquer; (2 marks)
- (ii) Greedy. (2 marks)
- (b) A programmer used a graph data structure in a program.
- (i) Explain **two** operations that he could carry out. (4 marks)
- (ii) State **one** application of this data structure in computer science. (1 mark)
- (c) Figure 1 shows a graph data structure. Use it to answer the questions that follow.

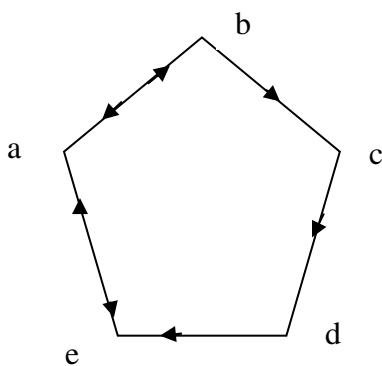


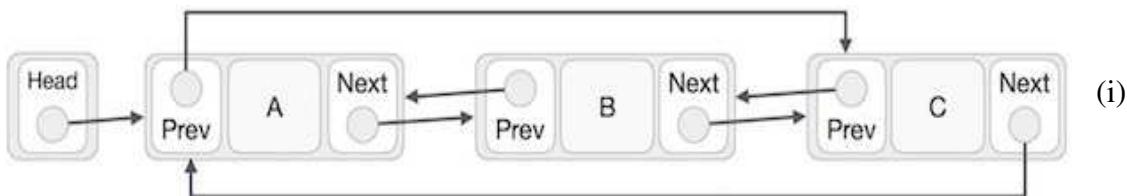
Figure 1

- (i) State the indegree and outdegree of each vertex. (2 marks)
- (ii) Prepare the adjacency matrix for this graph. (3 marks)
- (d) James prefers to write an algorithm before creating a program. Explain **three** characteristics of algorithms that could have led to this preference. (6 marks)

## QUESTION THREE (20 MARKS)

- (a) (i) Write an algorithm for adding a data item in array. (4 marks)
- (ii) Distinguish between *adaptive* and *non-adaptive* sorting algorithms. (4 marks)
- (b) Explain each of the following terms as used in data structures.
- (i) Pseudocode; (2 marks)
- (ii) Traverse. (2 marks)
- (c) A student declared a stack data structure of size 6 in a program. The following items were added into the stack sequentially. Element1, Element2 and Element3.
- (i) Sketch this stack as it would appear. (2 marks)
- (ii) Two items were removed from the stack and four others Element4, Element5 and Element6 and Element7 were added. Draw the new stack. (3 marks)

- (d) Figure 2 shows a data structure used by a student during a practical lesson.



- Identify the data structure. (1 mark)
- (ii) Outline **two** operations that could be carried out on the structure identified in (i) (2 marks)

#### QUESTION FOUR (20 MARKS)

- (a) Explain each of the following terms as used in a tree.
- (i) Depth; (2 marks)
- (ii) Leaf node. (2 marks)
- (b) Write an algorithm for the enqueue operation. (4 marks)
- (c) (i) A student wrote an arithmetic expression in an algorithm. Outline **three** types of notations that he could have used. (3 marks)
- (ii) Distinguish between *associativity* and *precedence* as used in arithmetic operators. (4 marks)
- (d) The following data items are stored in an array.  
63      59      32      42      77      60

Sort the items in ascending order using bubble sort. Show all the passes. (5 marks)

#### QUESTION FIVE (20 MARKS)

- (a) Outline the steps followed in insertion sort. (4 marks)
- (b) Write a program in C language that initializes an array of integers containing six items. The program then outputs the integers in reverse order of entry. (6 marks)
- (c) Distinguish between *merge sort* and *shell sort*. (4 marks)
- (d) The following data items were input in a heap.

35 33 42 10 14 19 27 44 26 31

- (i) Create a minimum heap using the data items. (4 marks)
- (ii) Redraw the heap in (i) if data item 14 is removed. (2 marks)