F18 CS20A Assignment 4

STEWART DULANEY

TOTAL POINTS

15 / 15

QUESTION 1

12/2

√ - 0 pts Correct

- 2 pts Click here to replace this description.

QUESTION 2

2 2/2

√ - 0 pts Correct

- 1 pts Click here to replace this description.
- 2 pts Click here to replace this description.

QUESTION 3

3 2/2

√ - 0 pts Correct

- 1 pts Click here to replace this description.
- 2 pts Click here to replace this description.

QUESTION 4

4 2/2

√ - 0 pts Correct

- 2 pts Click here to replace this description.

QUESTION 5

5 2/2

√ - 0 pts Correct

- 2 pts Click here to replace this description.

QUESTION 6

6 2/2

√ - 0 pts Correct

- 2 pts Click here to replace this description.

QUESTION 7

7 3/3

√ - 0 pts Correct

- 1.5 pts Click here to replace this description.

- 3 pts Click here to replace this description.

Santa Monica College Fall 2018

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ID: 1545566

Problem 1:

A palindrome is a word, phrase or sequence that reads the same backward as forwards, for example, "bob", "step on no pets". Write a recursive function is Palindrome that takes a string as input and returns true if it is a palindrome, false otherwise. You might find the string::substr useful, which takes two arguments, the first being the start position of the character in the original string to be copied, the second is the length of the substring to be copied, returns the substring. For example:

```
cout << string("Hello World").substr(2, 5); // Prints "llo W"
bool isPalindrome(string s) {
   if ( s.length() <= 1 ) {
        feturn true;
   }
   if ( s.length() == 2 ) {
        return true;
   }
        else {
        return isPalindrome(s.string::substr(1, s.length() - 2 ));
   }
   slse {
        return false;
   }
}</pre>
```

Problem 2:

What does the following function compute?

```
// Precondition: b is a nonnegative integer int mystery1(int a, int b) {

if (b == 0) return 1;

if (b % 2 == 0) return mystery1(a*a, b / 2);

return mystery1(a*a, b / 2) * a;
}

The function computes ab, or a to the power of b where b is a nonnegative integer.
```

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Problem 3:

What does the following function compute?

```
// Precondition: a and b are nonnegative integers
int mystery2(int a, int b) {
    if (b == 0) return 0;
    if (b % 2 == 0) return mystery2(a + a, b / 2);
    return mystery2(a + a, b / 2) + a;
}
This function computes a b, or a multiplied by b where
a and b are nonnegative integers.
```

Problem 4:

Write a recursive function printReverse that takes an array of integers and its <u>size</u> as inputs, and prints its elements in reverse order. For example, if we pass into this function the array 1, 4, 3, 6 and the size of 4, we should see 6, 3, 4, 1 in the console.

```
void print Reverse (int arr[], int size) {
    if (size == 0) {
        return;
    }
    if( size == 1) {
        cout << arr[0] << " ";
        return;
    }
    print Reverse (arr + size/2, size - size/2);
    print Reverse (arr, size/2);</pre>
```

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Problem 5:

Implement a recursive function sumOfDigits that takes a positive integer as input and returns the sum of all of the digits in the integer.

```
11 Precondition: n > 0
int sum Of Digits (int n) {
   if (n < 10) {
     return n;
  else {
    return sum Of Digits (n / 10) + (n % 10);
```

Problem 6

Implement a recursive function deleteList, that takes pointer to the head of a singly linked list and deletes the whole list.

```
struct Node {
     int val;
     Node* next;
};
void deleteList(Node* head) {
     if ( head == nullptr ) {
       return;
   Node * temp = head;
   hend = hend -> next;
   delete temp;
   delete List (head);
```

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Problem 7:

Given the same Node above, implement a recursive function that merges two sorted singly linked lists into a single sorted linked list. The function should return the head of the new list. You may not create any new Nodes, this is known as an in-place merge. For example suppose we have two list:

And we call our merge function on these two lists:

```
Node* newList = inPlaceMerge(list1, list2);
```

The state of our program after that function call may look like:

```
list1
      newList
      list2
Node* inPlaceMerge(Node* list1, Node* list2) {
    if ((list1 == nullptr) && (list2 == nullptr)) f
     return nullptr;
   if (list1 == nullptr) {
      return list 2;
   if (list2 == nullptr) {
      return listl;
  Node * head;
  if ( list1 -> val <= list2 -> val) {
        head = listl;
        head -> next = inPlace Merge (listl -> next, list2);
  else f
      head = list 2;
      head -> next = in Place Merge (list1, list2 -> next);
 return head;
```