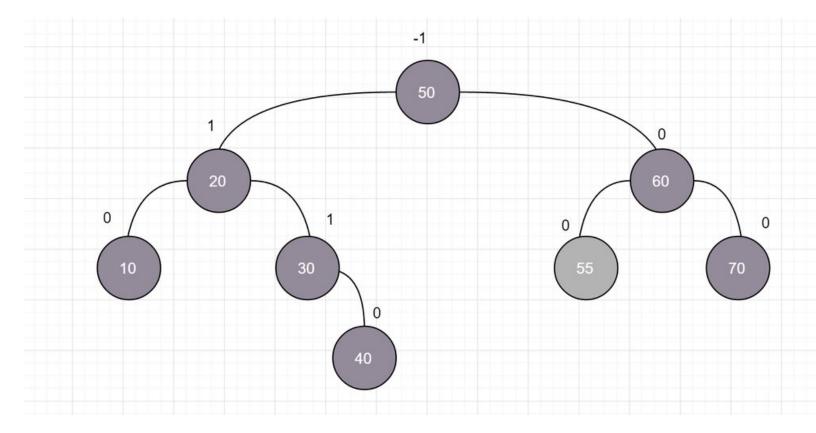
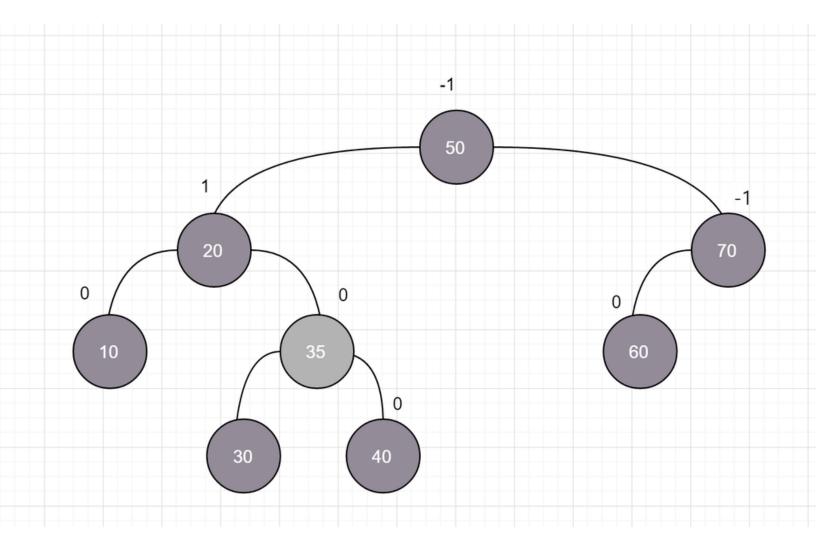
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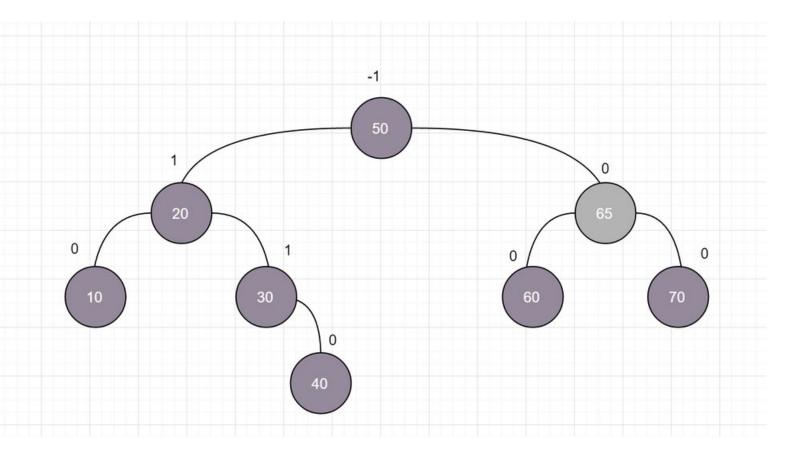
Problem 1: insert 55: (Right rotation)



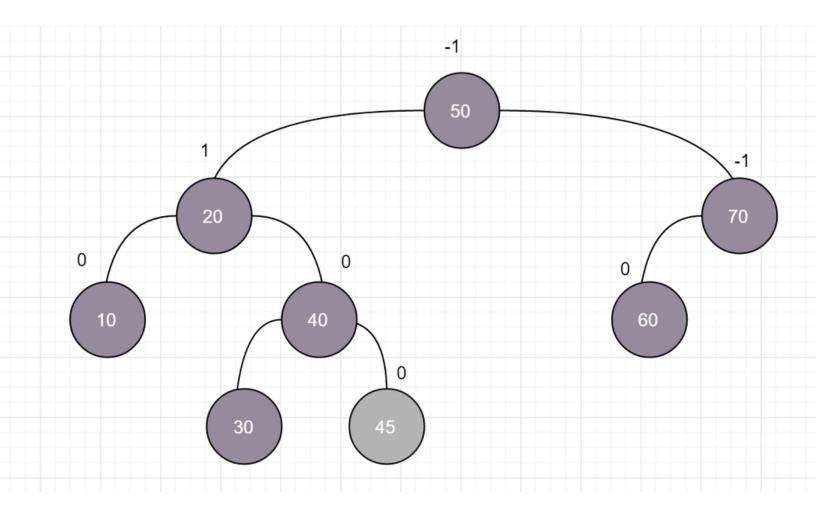
insert 35: (Left-Right rotation)



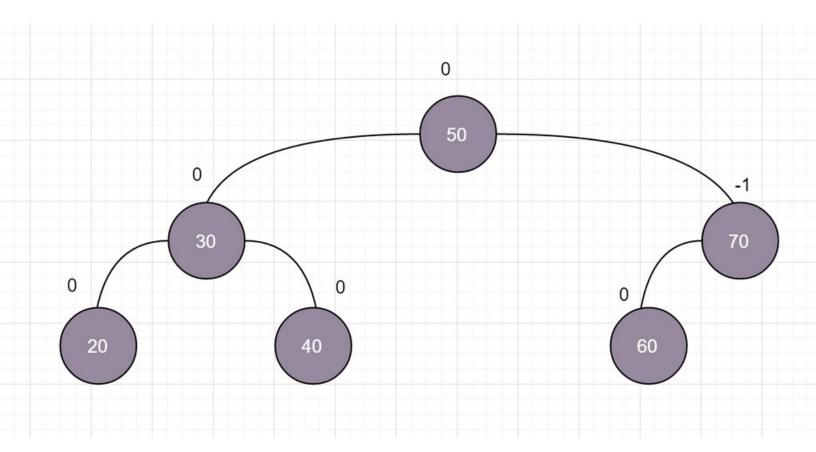
insert 65: (Right-Left rotation)



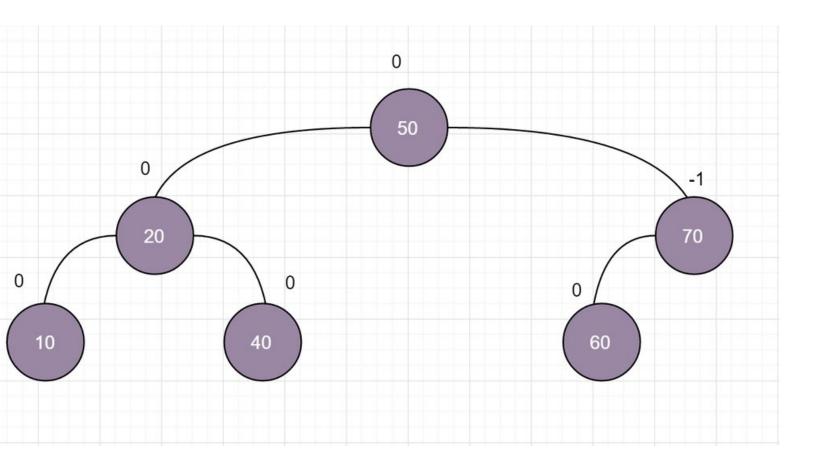
insert 45: (Left rotation)



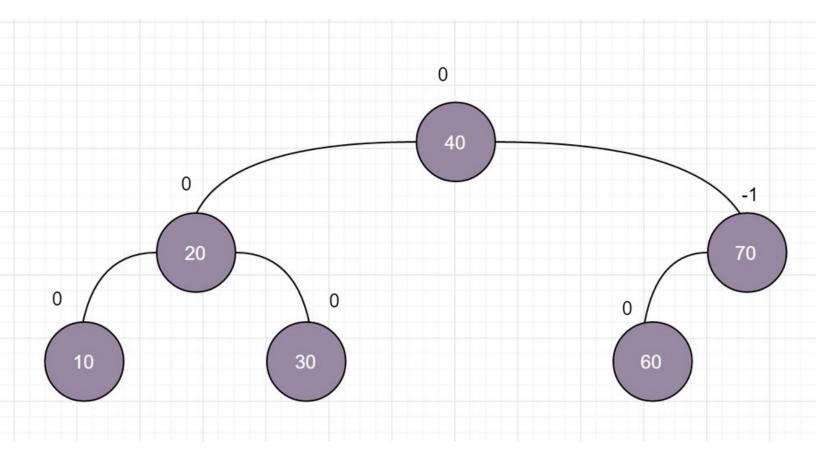
Delete 10: (Left rotation)



Delete 30: (No rotation)



Delete 50: (No rotation)



Problem 2:

a: Bal(A)= -1, Bal(B)=1

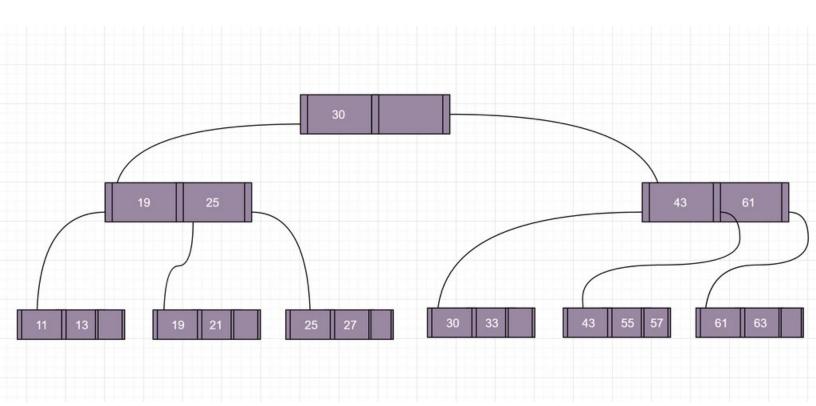
b: Bal(A)=0, Bal(B)=0

c: Bal(A)=1, Bal(B)=0, Bal(C)=0

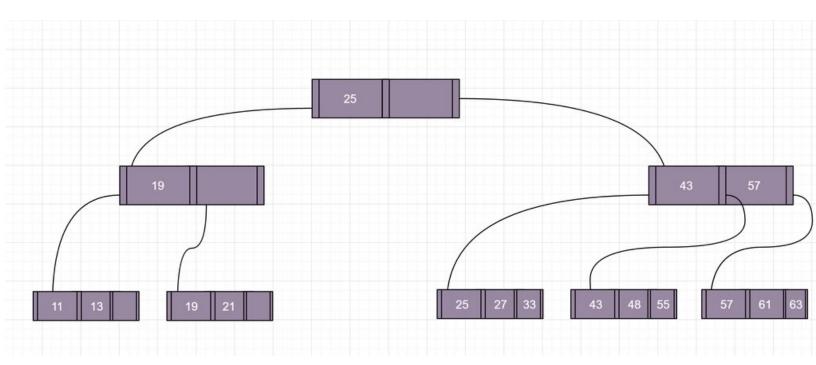
d: Bal(A)=0, Bal(B)=0, Bal(C)=0

Problem 3:

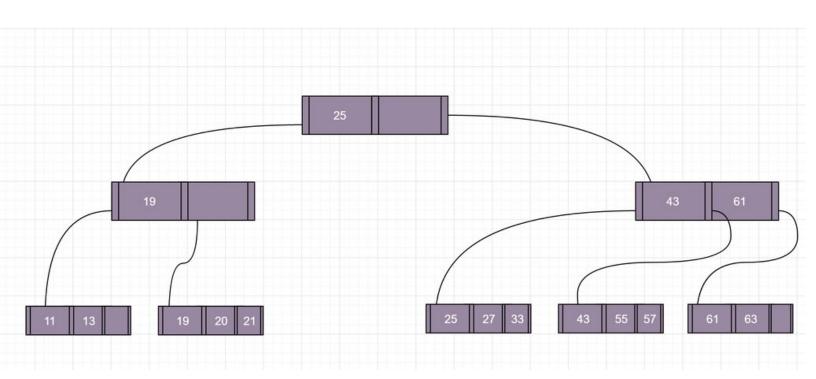
Insert 30:



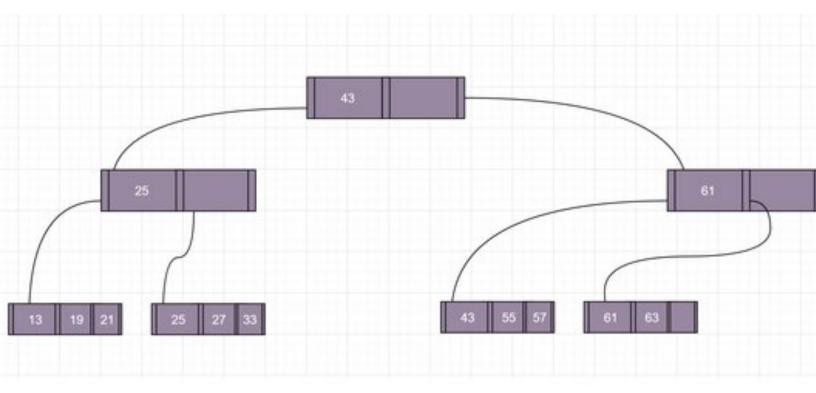
insert 48:



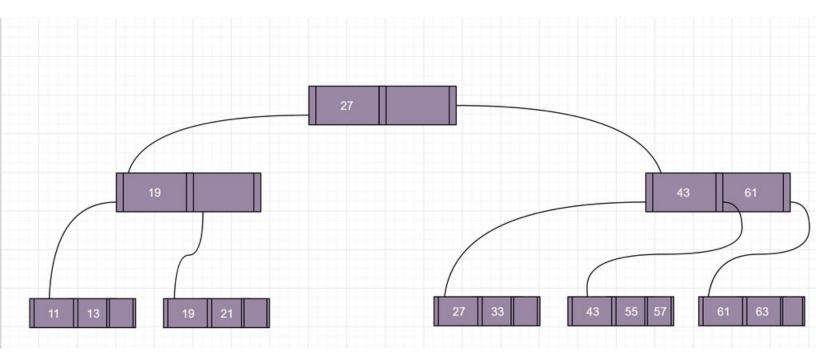
insert 20:



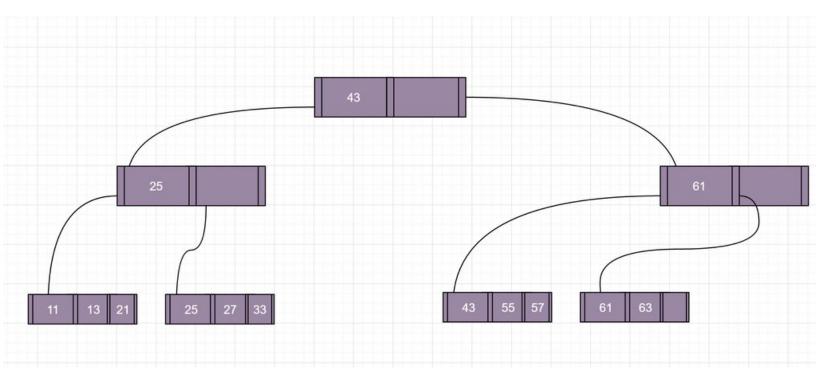
Delete 11:



Delete 25:



Delete 19:



Problem 4:

4.1:

key	407	801	815	704	814	935	721
h(k): (key%100) %7	0	1	1	4	0	0	0

407	1
801	1
814	2
815	2
704	1
935	7
721	4

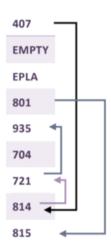
4.2:

key	407	801	815	704	814	721	935
h(k):key%7	(4+0+7)%7	(8+0+1)%7	(8+1+5)%7	(7+0+4)%7	(8+1+4)%7	(7+2+1)%7	(9+3+5)%7
	=4	=2	=0	=4	=6	=3	=3

815 -> null
null
801->null
721->935->null
407->704->null
null
814->null

4.3:

key	407	801	815	704	814	721	935
h(k): (3x(k%100))%7	0	3	3	5	0	0	0



Problem 5:

key	1	6	11	14	3	12	5	28	9
h(k): k%9	1	6	2	5	3	3	5	1	0

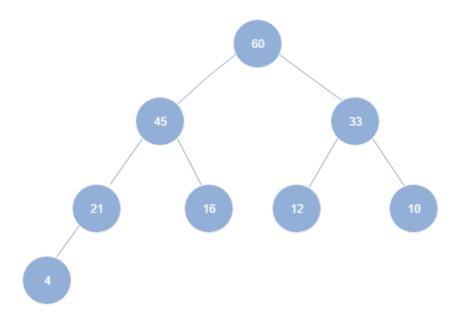
9	1
1	1
11	1
3	1
12	2
14	1
6	1
5	3
28	8

what is the aggregate (overall) number of collisions? 1+2+8=10

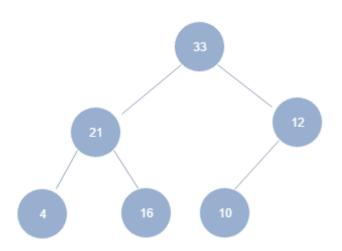
how many times will an element try to move to location that is already occupied? 3 Nodes

Problem 6:

6.1:



6.2:



6.3: (a):

Max heap.

(b):

0	1	2	3	4	5	6
-	28	23	18	12	20	15

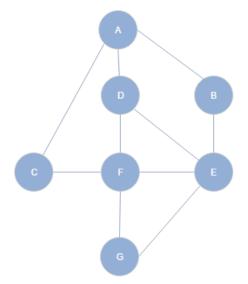
(c):

0	1	2	3	4	5	6
-	28	23	18	12	20	15
0	1	2	3	4	5	6
-	15	23	18	12	20	15
0	1	2	3	4	5	6
-	23	20	18	12	15	28
0	1	2	3	4	5	6
-	15	20	18	12	15	28
0	1	2	3	4	5	6
-	20	15	18	12	23	28
0	1	2	3	4	5	6
-	12	15	18	12	23	28
0	1	2	3	4	5	6
-	18	15	12	20	23	28

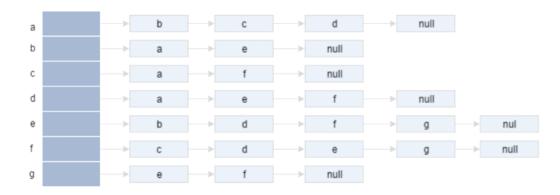
0	1	2	3	4	5	6			
-	12	15	12	20	23	28			
0	1	2	3	4	5	6			
-	15	12	18	20	23	28			
						,			
0	1	2	3	4	5	6			
-	12	12	18	20	23	28			
0	1	2	3	4	5	6			
-	12	15	18	20	23	28			
0	1	2	3	4	5	6			
-	12	15	18	20	23	28			

Problem 7:

7.1:



7.2:



7.3:

BFS:

ABCDEFG

DFS:

ADFGECB