

1. Given a Define as below. (note that O and o is different.)

Def:

$f(n) = o(g(n))$ iff for any positive constant c ,
 there exists an positive constant n_0
 s.t. $f(n) < c * g(n)$ for all $n, n \geq n_0$

$f(n) = \omega(g(n))$ iff for any positive constant c ,
 there exists an positive constant n_0
 s.t. $f(n) > c * g(n)$ for all $n, n \geq n_0$

_____ (a) Choose the correct answer(s). (5%)

- (A) $2^n = O(2^n)$.
- (B) if $f(n) = O(g(n))$ then $g(n) = O(f(n))$.
- (C) $(\log n)! = O(n^{100})$.
- (D) if $f(n) = O(g(n))$ then $2^{f(n)} = O(2^{g(n)})$
- (E) if $f(n) = O(g(n))$ then $g(n) = \Omega(f(n))$.

_____ (b) Choose the correct answer(s). (5%)

- (A) $2n^2 = o(n^2)$.
- (B) $2n^2 = O(n^2)$.
- (C) $2n^2 = o(n^3)$.
- (D) $f(n) + g(n) = \theta(\text{Max}(f(x), g(n)))$.
- (E) if $f(n) = \omega(g(n))$ then $g(n) = o(f(n))$.

2. Sort the following options with the time complexity(O) from low to high. (5%)

(a) $(n-1)!$ (b) $\log(n!)$ (c) n^5 (d) n^n (e) $\log^2 n$ (f) $\sqrt{2}^{\log n}$

Ans: _____

(b) Use the answer of (4.a) to find a transpose matrix. (3%)

____(c) Does using 3-tuple save more space? (Answer True or False) (4%)

5. Given a set of n elements ($n \geq 1$), function P will print out all possible permutations of this set.

For example, the permutations of {a, b, c} are

{ (a, b, c), (a, c, b), (b, a, c), (b, c, a), (c, a, b), (c, b, a) }

```
void P(char* list, int i){
    size_t length = strlen(list); //get the size of list
    if(i == length){
        for(int i = 0; i < length; i++) printf("%c", list[i]);
        printf("\n");
    }
    else{
        for(j=i; j < (a) (2%); j++){
            swap( list[i] , list[j]); // The swap function will exchange the element of parameter.
            P( (b) (3%) );
            swap( list[i] , list[j]);
        }
    }
}

void main(){
    // Assume list has been initialized and the size of list is n.
    P(&list,0);
}

The time complexity of this algorithm is: (c) (5%) .
```

Please finish the function.

Ans: (a)_____ (b)_____ (c) O(_____)

6. Please implement Queue by Stack in c, write down the functions of Queue. (max_size = 10)

<pre>struct stack{ int max_size; int *items; int top; }; typedef enum {false, true} bool;</pre>	<pre>struct stack* create(max_stack_size); bool isFull(stack); bool isEmpty(stack); void push(stack, item); int pop(stack);</pre>
<pre>(2%)struct queue{ };</pre>	<pre>(2%)queue createQ(unsigned max_size){ }</pre>
<pre>(1%)bool isFullQ(struct queue *q){ }</pre>	<pre>(1%)bool isEmptyQ(struct queue *q){ }</pre>
<pre>(3%)void addQ(struct queue *q, int item){ }</pre>	<pre>(3%)int deleteQ(struct queue *q){ }</pre>

7. Write the prefix form of the following expression. (5%)

(A + B) * C / (D && E) ^ F << G

Ans: _____

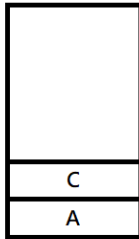
8. Write the postfix form of the following prefix expression. (5%)

*** + X Y / Z % N << T && R B**

Ans: _____

9. Assume the string of "ABCDEF" are sequentially pushed into a stack where elements in the stack can be popped during the period of pushing the letters. The state of the stack is shown as below and the next char is 'F'. What is the possible outcome of the stack permutation? (3%)

Ans:



10. Following C programs to write the code for the questions below. This code is the structure of each node.

```
struct pNode{
    float coef;
    int expon;
    struct pNode *link;
};
```

(a) Insert $3x^5$ between $2x^7$ and $9x^0$. (2%)

```
//pNode *head points to a pNode  $2x^7 \rightarrow 9x^0 \rightarrow \text{NULL}$ 
```

(b) Delete the tail of the linked list. (3%)

```
//pNode *head points to a pNode  $c_1x^{a_1} \rightarrow \dots \rightarrow c_nx^{a_n} \rightarrow \text{NULL}$ 
```

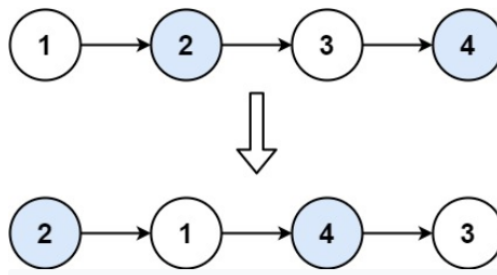
(c) Finish a function that differentiates the polynomial function. (5%)

```
// For example,  $2x^4 \rightarrow 4x^3$  will become  $8x^3 \rightarrow 12x^2$ .  
void differential(struct pNode *head) {
```

```
}
```

11. Given a linked list, swap every two adjacent nodes and return its head. (10%)

※ You cannot modify the values in the list's nodes.



```
/* struct ListNode{  
    Int val;  
    struct ListNode *next; }*/  
struct ListNode swapPairs(struct ListNode *head) {
```

```
}
```

12. According to the following code (in 64-bit), fill in the blanks. (10%)

```
int main(){
    int mark[4] = {9,5,2,7};
    int a = 50;
    int *b = a;
    int *c = &a;
    int *d[4];
    int (*e)[4] = mark;
    int **f = e;
    d[0] = d;
    d[1] = b;
    d[2] = c;
    printf("mark's position: %d\n", &mark);
    printf("a1:%d, a2:%d\n", a, &a+10);
    printf("b1:%d, b2:%d\n", b, &b);
    printf("c1:%d, c2:%d\n", c, &c);
    printf("d1:%d, d2:%d, d3:%d, d4:%d\n", *d[0], &d[1], d[2], &d);
    printf("e1:%d, e2:%d\n", e[2], &e);
    printf("f1:%d, f2:%d\n", *f+2, &f);
    return 0;
}
```

Output:

mark's position: 5000

a1:50, a2:4000

b1: (a), b2:3000

c1: (b), c2:2000

d1:1000, d2:1008, d3: (b), d4: (c)

e1: (d), e2:500

f1: (e), f2:250

Ans: (a)_____ (b)_____ (c)_____ (d)_____ (e)_____