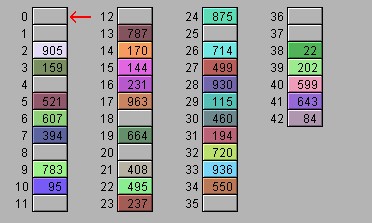
**­Lab 8  
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1. The following hashtable has size 43; stores integers in the range [0, 999]; and uses the hash function h(k) = k% 43. Collision-handling is accomplished by quadratic probe.



1. What’s the expected number of probes when searching for a number that is not in the table? What would it be if you were doing a linear probe? Write your answer as a fraction.

**Solution:**

**1 : Sqrt(43)**

1. Into which slot will the integer 59 be places? Where would it go if you were doing a linear probe?

**Solution:**

**1: 59 % 43 = 16**

**2: (59 + 12) % 43 = 17**

**3: (59 + 22) % 43 = 20**

1. Into which slot will the integer 436 be places?

**Solution:**

**Slot 12.**

**1: 436 % 43 = 6**

**2:** **(436 + 12) % 43 = 7**

**3: (436 + 22) % 43 = 10**

**4: (436 + 32) % 43 = 15**

**5: (436 + 42) % 43 = 26**

**6: (436 + 52) % 43 = 31**

**7: (436 + 62) % 43 = 42**

**8: (436 + 72) % 43 = 12**

1. Assume that we were allowed to physically remove the number 783 from the table. After it is removed, what would be the result if we tried to find and retrieve the number 95 from the table?

**Solution:**

**If 783 was removed and no special object replaced it, then a retrieval for 95 will not yield any result.**

1. How is the delete operation handled in a quadratic probe? Use part (d) to explain why it is done this way

**Solution:**

**If 783 is replaced with a special object instead of null, then we can proceed to the next slot using the probing strategy.**

1. Implement an enhanced stack that supports push, pop, peek, isEmpty and also min, so that worst case running time for any operation is still O(1). Write down your idea and your logic for concluding that operations are in every case O(1). Then implement your idea in a Java class called MinStack.

**Solution:**

**See MinStack.java**

**Uses LinkedList<T> to store the values contained in the stack.**

**Push: O(1)**

**Pop: O(1)**

**Peek: O(1)**

**isEmpty: O(1)**

**min: O(1)**

1. Start with an empty stack of integers. You will attempt to do a sequence of pushes and pops so that the sequence of pops will be a specified permutation of 1, 2, 3 ,4 , 5,  6. You will be able to do exactly 6 push operations and 6  pop operations. The first push pushes 1 onto the stack; the next pushes 2; and so forth. The sixth push pushes 6 onto the stack.

For this exercise, we will let S denote a push operation and X a pop operation. Example:

The sequence SSSSSSXXXXXX outputs 654321.

1. Describe a sequence of pushes and pops that would produce output 325641 (or explain why it is not possible)

**Solution:**

**Not possible.**

**If every popped value, must be pushed back to get to values that come after it.**

**S S S X X S S S**

**Outputs: 3 2**

**Pushing 3 and 2 back, then 4 exhausts the possible 6 pushes allowed.**

1. Describe a sequence of pushes and pops that would produce output 154623 (or explain why it is not possible)

**Solution:**

**Not possible.**

**If every popped value, must be pushed back to get to values that come after it.**

**S X S S S S S X X**

**Outputs: 1 5 4**

**Pushing back 1 through 5 exhaust all possible 6 pushed.**

1. Devise an algorithm for reversing the elements in a singly linked list. Implement your solution in code.  You can use the singly linked list in the lab folder.

**Solution:**

**See SinglyLinkedList.java**