

(c) Write a recursive function code to count the length of a given grounded header linked list.

Evaluation Scheme – Full mark for the correct answer and partial marks to be awarded depending on the correctness of the steps.

Solution 1 – Considering length, inclusive of the header node

```
int length(struct node *head)
{
    If (head == NULL) //if header is NULL
        return 0;
    return 1 + length(head->next);
}
```

Solution 2 – Considering length, exclusive of the header node

```
int length(struct node *head)
{
    If (head == NULL or head->next == NULL) //if header is NULL or header node is NULL
        return 0;
    return 1 + length(head->next);
}
```

(d) Write a function code to delete the middle most item from the stack wherein push, pop and isEmpty and peek operations are given.

Example:

Input: Stack = [11, 22, 33, 44, 55]

Output: Stack = [11, 22, 44, 55]

Input: Stack = [10, 20, 30, 40, 50, 60]

Output: Stack = [10, 20, 40, 50, 60]

Evaluation Scheme – Full mark for the correct answer and partial marks to be awarded depending on the correctness of the steps.

Solution –

Let's assume s1 is the stack containing n items and s2 is the empty stack. The approach is to pop floor(n/2) {for odd} or floor(n/2) – 1 {for even} elements from s1 and push to s2. Then, delete the topmost element from s1 and push back all elements of s2 to s1.

Pseudocode:

```
int k = floor(n/2);
```

```
If (n%2 == 0)
```

```
    k = k -1;
```

```
for (int i = 1; i <= k; i++)
```

```
    push(s2, pop(s1));
```

```
pop(s1); //deleting the middlemost element
```

```
while (!isEmpty(s2))
```

```
    push(s1, pop(s2));
```

(e) Explain head and tail recursion with suitable examples.

Evaluation Scheme – weightage for the definition and example of head recursion is 0.5 marks and of tail recursion 0.5 marks. Partial marks to be awarded depending on the correctness of the steps.

Solution –

Head recursion - the recursive step comes at the beginning of the function, possibly after/within the base criteria.

Function code example -
FUNCTION count(number)
 IF (number > 0) THEN
 RETURN count(number - 1)
 END IF
 RETURN 0
END FUNCTION

Tail recursion - the recursive step comes last in the function.

Function code example –
FUNCTION count (number)
 IF(number == 0) THEN
 RETURN 0
 END IF
 RETURN count(number - 1)
END FUNCTION

Q.2. [5]

Two arrays are given and write the function code/ pseudo code / algorithm to swap elements from each array such that after swapping sum of the both arrays is same.

Example:

Array 1: 3, 2, 10, 12 Input: Stack = [10, 20, 30, 40, 50, 60]

Array 2: 6, 4, 9, 10 Output: Stack = [10, 20, 40, 50, 60]

After swapping 3 (from Array 1) with 4 (from Array 2)

Array1: 4, 2, 10, 12 Sum = 28

Array2: 6, 3, 9, 10 Sum = 28

Evaluation Scheme – Full mark for the correct answer and partial marks to be awarded depending on the correctness of the steps. **Note** – marks to be judiciously awarded considering the swapping of one or more than one elements from each array.

Solution –

Note: below solution is for swapping of one element from each array.

Suppose we need to swap x and y element of arrays that have sum as sum1 and sum2.

So after swapping sum of both arrays should be same i.e. $\text{sum1} - x + y = \text{sum2} - y + x$. so $x - y$ should be equal to $(\text{sum1} - \text{sum2})/2$. So the essence is to find out x and y.

Algorithm :-

STEP 1. sum1 = sum of the elements of a and sum2 = sum of the elements of b

STEP 2. Sort both the arrays a & b.

STEP 3. Start traversing a and b from left and check

 IF $(a[i] - b[j]) == (\text{sum1} - \text{sum2})/2$ THEN
 return a[i] and b[j]

 ELSE IF $(a[i] - b[j]) < (\text{sum1} - \text{sum2})/2$ THEN

$i = i + 1$

 ELSE

$j = j + 1$

 END IF

Function Code :-

```
void sort(int array[], int n)
{
    for (int i = 0 ; i < n; i++) {
        for (int j = 0 ; j < n - i - 1; j++) {
            if (array[j] > array[j+1])
            {
                int swap = array[j];
                array[j] = array[j+1];
                array[j+1] = swap;
            }
        }
    }
} //end of function

void findPair(int A[], int n, int B[], int m)
{
    int sum1=0 , sum2 = 0, l = 0, j = 0;

    for(int i = 0;i<n;i++)
        sum1+= A[i];

    for(int i = 0;i<m;i++)
        sum2+= B[i];

    int sum = (sum1-sum2)/2;

    sort(A, n); sort(B, m);

    if (sum == 0)
        return;

    while (i < n && j < m)
    {
        if (A[i] - B[j] == sum)
        {
            printf("%d from A and %d from B are the pairs", A[i], B[j]);
            return;
        }
        else if (A[i] - B[j]< sum)
            i++;
        else
            j++;
    }
    printf( "No such pair ");
    return;
}
```

```
int main()
{
    int A[] = { 3, 2, 10, 12 };
    int B[] = { 6, 4, 9, 10};
    findPair(A, sizeof(A) / sizeof(A[0]), B, sizeof(B) / sizeof(B[0]));
    return 0;
}
```

Q.3.

[2.5]

(a) How to represent a polynomial using linked list? Write the algorithm / function code / pseudo code to add three polynomials.

Evaluation Scheme – Representation of the polynomial is 0.5 marks and 2 marks for the addition of 3 polynomials. Partial marks to be awarded depending on the correctness of the steps.

Solution – Node of a polynomial is represented in the following way

Coefficient	Exponent	Next
-------------	----------	------

```
struct node
{
    int coefficient;
    int exponent;
    struct node *next;
}
```

For example, $P(X) = 4X^3 + 6X^2 + 7X + 9$ is represented as



3 polynomials can be added by calling addition of 2 polynomials twice. For example A, B and C are the 3 polynomials, so add(A, B, C) is equivalent to add(add(A, B), C)

Function code for polynomial addition using linked list –

Let's poly1, poly2 and poly3 are the 3 header pointing to each polynomials.

```
struct node* add(struct node * poly1, struct node * poly2, struct node * poly3)
{
    return polyadd (polyadd(poly1, poly2), poly3);
}
```

```
struct node* polyadd(struct node * poly1, struct node * poly2)
{
    struct node * poly = (struct node *)malloc(sizeof(struct Node));
    while(poly1->next && poly2->next)
    {
        // If power of 1st polynomial is greater than 2nd, then store 1st as it is and move its pointer
        if(poly1->pow > poly2->pow)
        {
            poly->pow = poly1->pow;
            poly->coeff = poly1->coeff;
            poly1 = poly1->next;
        }

        // If power of 2nd polynomial is greater than 1st, then store 2nd as it is and move its pointer
        else if(poly1->pow < poly2->pow)
        {
            poly->pow = poly2->pow;
            poly->coeff = poly2->coeff;
            poly2 = poly2->next;
        }
    }
}
```

```

        // If power of both polynomial numbers is same then add their coefficients
        else
        {
            poly->pow = poly1->pow;
            poly->coeff = poly1->coeff+poly2->coeff;
            poly1 = poly1->next;
            poly2 = poly2->next;
        }

        // Dynamically create new node
        poly->next = (struct Node *)malloc(sizeof(struct Node));
        poly = poly->next;
        poly->next = NULL;
    }

    while(poly1->next || poly2->next)
    {
        if(poly1->next)
        {
            poly->pow = poly1->pow;
            poly->coeff = poly1->coeff;
            poly1 = poly1->next;
        }
        if(poly2->next)
        {
            poly->pow = poly2->pow;
            poly->coeff = poly2->coeff;
            poly2 = poly2->next;
        }
        poly->next = (struct Node *)malloc(sizeof(struct Node));
        poly = poly->next;
        poly->next = NULL;
    }
    return poly;
}

```

(b) Design a suitable data structure to efficiently represent a sparse matrix? Write an algorithm/ [2.5]
function code / pseudo code to add the original sparse matrix with the transpose of the same matrix.

Evaluation Scheme – Weightage for the representation of the sparse mark is 0.5 marks, 0.5 mark for the transpose and 1.5 marks for the addition. Partial marks to be awarded depending on the correctness of the steps.

Solution –



2D array (either row or columnar) is used to represent a sparse matrix in which there are three columns named as

Rows: Index of row, where non-zero element is located

Columns: Index of column, where non-zero element is located.


Values: Value of the non zero element located at index – (row, column)

2D array Row Representation:

		<table><tr><th>Rows</th><th>Columns</th><th>Values</th></tr><tr><td>5</td><td>6</td><td>6</td></tr><tr><td>0</td><td>4</td><td>9</td></tr><tr><td>1</td><td>1</td><td>8</td></tr><tr><td>2</td><td>0</td><td>4</td></tr><tr><td>2</td><td>2</td><td>2</td></tr><tr><td>3</td><td>5</td><td>5</td></tr><tr><td>4</td><td>2</td><td>2</td></tr></table>	Rows	Columns	Values	5	6	6	0	4	9	1	1	8	2	0	4	2	2	2	3	5	5	4	2	2
Rows	Columns	Values																								
5	6	6																								
0	4	9																								
1	1	8																								
2	0	4																								
2	2	2																								
3	5	5																								
4	2	2																								

2D array Columnar Representation:

0	0	0	0	9	0
0	8	0	0	0	0
4	0	0	2	0	0
0	0	0	0	0	5
0	0	2	0	0	0



Rows	5	0	1	2	2	3	4
Columns	6	4	1	0	2	5	2
Values	6	9	8	4	2	5	2

Addition of the sparse matrix: Below Function code is illustrating 2D array row presentation

```
#define max 10 //just any number
```

```
void add(int sparseM[max][3])
```

```
{
```

```
    If (sparseM[0][0] != sparseM[0][1])
```

```
    {
```

```
        printf("Not a square sparse matrix, hence transpose is not possible");
```

```
        return;
```

```
    }
```

```
int transSparseMatrix[max][3]; //declaring a new sparse matrix transpose
```

```
//populating 0th row of the transpose sparse matrix
```

```
transSparseMatrix[0][0] = sparseM[0][1];
```

```
transSparseMatrix[0][1] = sparseM[0][0];
```

```
transSparseMatrix[0][2] = sparseM[0][2];
```

```
int k =1;
```

```
int n = transSparseMatrix[0][2]; //counting the total number of non-zero elements
```

```
//sparse matrix formation
```

```
for (int i=0;i< sparseM [0][1];++i) //traversing through the number of columns
```

```
{
```

```
    for (int j=1;j<=n;j++)
```

```
    {
```

```
        if(i==b1[j][1])
```

```
        {
```

```
            transSparseMatrix[k][0]=i;
```

```
            transSparseMatrix[k][1]= sparseM[j][0];
```

```
            transSparseMatrix[k][2]= sparseM[j][2];
```

```

        k++;
    }
}
}
//sparse matrix addition
int r,c,i,j,k1,k2,k3,tot1,tot2;

tot1 = sparseM[0][2];
tot2 = transSparseMatrix[0][2];
k1 = k2 = k3 = 1;
int addSparseMatrix[max][3]

while ( k1 <= tot1 && k2 <= tot2)
{
    if ( sparseM[k1][0] < transSparseMatrix[k2][0] )
    {
        addSparseMatrix[k3][0] = sparseM[k1][0];
        addSparseMatrix[k3][1] = sparseM[k1][1];
        addSparseMatrix[k3][2] = sparseM[k1][2];
        k3++;k1++;
    }
    else if ( sparseM[k1][0] > transSparseMatrix[k2][0] )
    {
        addSparseMatrix[k3][0] = transSparseMatrix[k2][0];
        addSparseMatrix[k3][1] = transSparseMatrix[k2][1];
        addSparseMatrix[k3][2] = transSparseMatrix[k2][2];
        k3++;k2++;
    }
    else if ( sparseM[k1][0] == transSparseMatrix[k2][0])
    {
        if ( sparseM[k1][1] < transSparseMatrix[k2][1] )
        {
            addSparseMatrix[k3][0] = sparseM[k1][0];
            addSparseMatrix[k3][1] = sparseM[k1][1];
            addSparseMatrix[k3][2] = sparseM[k1][2];
            k3++;k1++;
        }
        else if ( sparseM[k1][1] > transSparseMatrix[k2][1] )
        {
            addSparseMatrix[k3][0] = transSparseMatrix[k2][0];
            addSparseMatrix[k3][1] = transSparseMatrix[k2][1];
            addSparseMatrix[k3][2] = transSparseMatrix[k2][2];
            k3++;k2++;
        }
        else
        {
            addSparseMatrix[k3][0] = transSparseMatrix[k2][0];
            addSparseMatrix[k3][1] = transSparseMatrix[k2][1];

```



```

        addSparseMatrix[k3][2] = sparseM[k1][2] + transSparseMatrix[k2][2];
        k3++;k2++;k1++;
    }
} // else
} // while

while ( k1 <= tot1 )
{
    addSparseMatrix[k3][0] = sparseM[k1][0];
    addSparseMatrix[k3][1] = sparseM[k1][1];
    addSparseMatrix[k3][2] = sparseM[k1][2];
    k3++;k1++;
} //while

while ( k2 <= tot2 )
{
    addSparseMatrix[k3][0] = transSparseMatrix[k2][0];
    addSparseMatrix[k3][1] = transSparseMatrix[k2][1];
    addSparseMatrix[k3][2] = transSparseMatrix[k2][2];
    k3++;k2++;
} // while

addSparseMatrix[0][0] = sparseM[0][0];
addSparseMatrix[0][1] = sparseM[0][1];
addSparseMatrix[0][2] = k3-1;

```

Q.4. [3]
(a) Demonstrate on how to implement a stack of integers in C using static array i.e. int s[SIZE] and structure. Write functions: push, pop, peek and isEmpty for this implementation.

Evaluation Scheme – Weightage for the representation of stack using static array & structure is 1 mark. Weightage of each function is 0.5 marks. Partial marks to be awarded depending on the correctness of the steps.

Solution –

```
#define SIZE 25 //size can be any number
```

```

struct Stack
{
    int top;
    int s[SIZE];
};

int isEmpty(struct Stack st)
{
    return (st.top == -1);
}

void push(struct Stack st, int x)
{
    if (st.top == SIZE-1)
        return;
    st.s[++st.top] = x;
}

int pop(struct Stack st)
{
    if (isEmpty(st))
        return INT_MIN;
    return st.s[st.top--];
}

int peek(struct Stack st)
{
    return st.s[st.top];
}

```

(b) Evaluate the postfix expression: 8 4 / 5 * 7 3 - + with status of stack after execution of each operation. [2]

Evaluation Scheme – Full mark for the correct answer and partial marks to be awarded depending on the correctness of the steps.

Solution –

8 4 / 5 * 7 3 - +		
Scanned character	Stack state	Operations
8	8	Push(8)
4	8 4	Push(4)
/	2	Pop(), pop(), push(2)
5	2 5	Push(5)
*	10	Pop(), pop(), push(10)
7	10 7	Push(7)
3	10 7 3	Push(3)
-	10 4	Pop(), pop(), push(4)
+	14	Pop(), pop(), push(14)
Output: 14		

Q.5. [5]

Let a single linked list consists of positive integers in such a way that the summation of node values in few continuous nodes matches to the value in the next node. For example, the linked list consists of values 2, 1, 3, 5, 3, 9, 17, 2, 4, 6, where 2+1=3 {i.e. summation of 1st and 2nd node matches to 3rd node}, 5+3+9=17 and so on. Here, no. of summation groups are 2 and values in each summation group are {2, 1}, {5, 3, 9}. Write an algorithm or pseudocode or function code to display the no. of summation groups and the values in each summation group.

Evaluation Scheme – Full mark for the correct answer and partial marks to be awarded depending on the correctness of the steps.

Solution –

```
void compute(struct node *head)
{
    int count=0;
    int sum=0;
    struct node *ptr=head,*cur=head;
    while(ptr!=NULL && ptr->next!=NULL)
    {
        sum += ptr->data;
        if(sum==ptr->next->data)
        {
            printf("SUM=%d\n",sum);
            count++;
            sum=0;
            printf("\nGROUP %d:",count);
            while(ptr->next!=cur)
            {
                printf("%d ",cur->data);
                cur=cur->next;
            }
        }
        ptr=ptr->next;
    }
}
```

```
    }  
    printf("\n");  
    cur=ptr=ptr->next->next;  
}  
else  
    ptr=ptr->next;  
}  
}
```

NOTE: Solution can be written in different ways.

Faculty Consent

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