Reg No.:	Name:

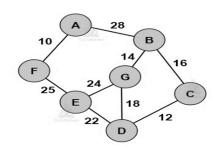
APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY

Third Semester MCA (2 Year) Degree Examination December 2021

Course Code: 20MCA203 Course Name: DESIGN & ANALYSIS OF ALGORITHMS

Max. M	Earks: 60 Duration: 3	Hours	
	PART A	Marks	
	Answer all questions, each carries 3 marks.		
1	Differentiate space and time complexity.	(3)	
2	Solve the following recurrence equation using iteration method.	(3)	
	T(n)=2T(n/2)+n		
3	Define the control abstraction of Greedy strategy.	(3)	
4	Explain the pseudocode of Bellman ford algorithm for finding the single shortest	(3)	
	path.		
5	Describe the working of Backtracking problem with a suitable example	(3)	
6	Write a comparison-based sorting algorithm used by lower bound theory	(3)	
	technique		
7	Explain Clique problem with an example.	(3)	
8	Explain the Bipartite matching problem with an example.	(3)	
9	Describe approximation ratio in approximation algorithm.	(3)	
10	What are the two different types of Randomized algorithms?	(3)	
PART B			
	Answer any one question from each module. Each question carries 6 marks. Module I		
11	Describe different Asymptotic notations used for expressing time complexity of	(6)	
	algorithms.		
	OR		
12	Explain the Merge sort algorithm and give its worst-case analysis	(6)	
13	Module II Explain the different steps used to find the minimum cost spanning tree for the	(6)	
	below graph using Prim's algorithm		

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OR

Give the different steps for finding the shortest path in the all-pair shortest path (6) algorithm with a suitable example.

Module III

Discuss the sum of subsets algorithm with the following example $A = \{1,2,5,6,8\}, \text{ Find the all-possible combinations whose sum is equal to the given value } M = 9$

OR

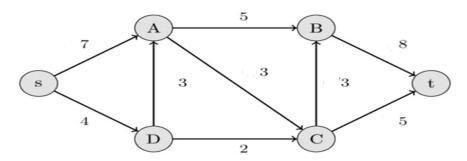
Explain the Branch and Bound algorithm used for solving a 8-puzzle problem (6)

Module IV

Discuss Complexity classes. Prove that Vector cover problem is NP Complete. (6)

OR

Compute the maximum flow in the below network using Ford- Fulkerson (6) algorithm



Module V

Explain the 2-Approximation algorithm for vertex cover and justify its (6) approximation ratio

OR

What is Randomised Quick sort? Explain its working and why is it used (6)
