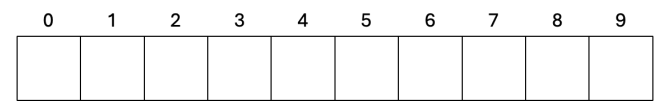


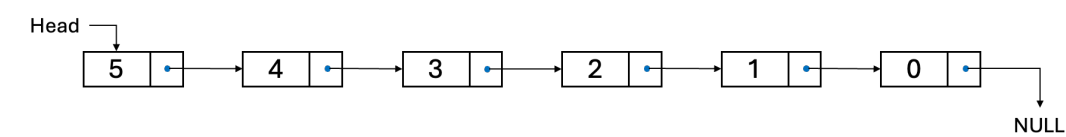
Student ID: Student Name:

Data Structures: Visualization

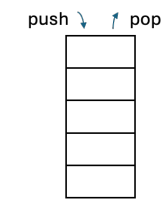
(1) Array



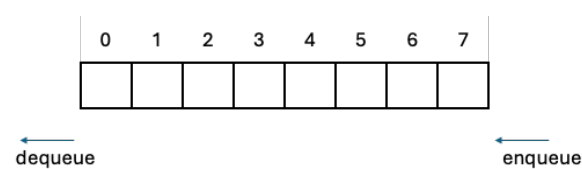
(2) Linked List



(3) Stack



(4) Queue



Q1: (30 pts; 10 pts for each) Describe the mechanism of the function

MoveTo(node *head, node *target, node*destination)

A1: Write a short paragraph explaining how the **MoveTo** function works (you may answer in English or Mandarin).

① Are there any **additional variables** required? If so, explain why they are necessary.

Variable	Purpose
prevTarget	Stores the node before the target to facilitate detachment
destination	Marks the node after which the target will be reinserted

The **MoveTo()** function **relocates a node** (target) to a new position after the node specified by destination within a singly linked list.
This requires **pointer manipulation**, not data swapping.

② Draw a visualization of the singly linked list to support your explanation.

- 1. Find the node before the target (prevTarget)
Traverse the list until prevTarget->next == target.
- 2. Detach the target node
Skip it by re-linking:

prevTarget->next = target->next;

3. Insert the target node after destination

Link target into its new position:

target->next = destination->next;

destination->next = target;

4. Edge cases:

If the target node is the head → use a dummy node before the head.

If the target is next to the destination → handle pointer adjustment carefully.

- ③ Is there any **variation of a linked list** (e.g., doubly linked list or circular linked list) that can simplify or improve this operation?

A **doubly linked list** or **circular linked list** can make the MoveTo operation more efficient since each node has **direct access to its predecessor**.

Q2: (40 pts, 10 pts for each) **Definition of Data Structures**

Define the following data structures and list their fundamental operations.

A2:

① Definition of “Stack”

A stack is a linear data structure that follows the **Last In, First Out (LIFO)** principle. The last element added is the first to be removed.

② Definition of “Queue”

A queue is a linear data structure that follows the **First In, First Out (FIFO)** principle. The first element added is the first to be removed.

③ Preliminary operations of “Stack”

- push(): Insert an element onto the top of the stack.
- pop(): Remove the top element.
- peek() / top(): View the top element without removing it.
- isEmpty(): Check if the stack is empty.
- isFull(): Check if the stack is full.

④ Preliminary operations of “Queues”

- enqueue()/delete(): Add an element to the rear.
- dequeue()/addQ(): Remove an element from the front.
- front(): Access the front element without removal.
- isEmpty(): Check if the queue is empty.
- isFull(): Check if the queue is full.

Q3: (30 pts) AI Copilot Application

Choose **up to two** data structures from the visualization list above.

Compose a **single prompt (within 300 words)** that you would use with an **AI Copilot** to explore or learn advanced concepts related to your chosen data structures.

A3:

I'm a sophomore majoring in computer science, currently taking a course in **Data Structures**. I have a basic understanding of **C++ programming**. I'd like help learning how to apply **arrays** and **linked lists** in **real-world applications**, starting from **easy to medium-level** examples. Please guide me through practical use cases, implementation strategies, and how these data structures solve problems in real scenarios.

Prompt template

I'm a [year level] student majoring in [major], currently taking a course in **Data Structures**. I have a basic understanding of [programming language]. I'd like help learning how to apply the data structure of **[specific topic, e.g., arrays or linked lists]** in **real-world applications**, starting from **easy to medium-level** examples.

Please guide me through:

- Practical use cases
- Implementation strategies
- How this data structure solves problems in real scenarios