

- 1: Maximum: n . Each node is the child of the previous node, therefore the tree is like a long rope with the height of n .
Minimum: $\lg(n+1) - 1$. Each node has two children, therefore the n level has the formula $2^{h+1} - 1$, calculate for h the answer is $\lg(n+1) - 1$.
- 2: Maximum: n . Each node is the child of the previous node, so the height is n .
Minimum: 1. Each node is the child of the root, therefore the height is 1.
- 4.6: MAKENULL = DELETE < MEMBER < MIN < INSERT < UNION < INTERSECTION
 $a < b < d < c$

4.7:

open hash table:

0	343(343 mod 7 = 0)				
1	1(1 mod 7 = 1)	--->	8(8 mod 7 = 1)	--->	64(64 mod 7 = 1)
2					
3					
4					
5					
6	27(27 mod 7 = 6)	--->	125(125 mod 7 = 6)	--->	216(216 mod 7 = 6)

closed hash table:

0-8(8 mod 7 = 1)				
1-1(1 mod 7 = 1)				
2-64(64 mod 7 = 1)				
3-125(125 mod 7 = 6)				
4-216(216 mod 7 = 6)				
5-343(343 mod 7 = 0)				
6-27(27 mod 7 = 6)				

- 5: 1. The value of $h_1(x)$ should belong to the class of x . Therefore, the value of $h_1(x)$ should be string, not the integer(length of string).
2. The random number may be repeated. If $h_2(x)$ already exist the number, the collision occurs. And if the table is full, then nothing will be inserted to the table, and the return r will be null or error.

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6:  procedure DELETE(S: SET, i: integer);
    begin:
        for t:=1 to n do
            if S[t] = i do
                S[t] = null
            fi
        end
    end
complexity: O(n)

```

```

    procedure ADD(S: SET, i: integer);
    begin:
        for t:=1 to n do
            if S[t] == i do
                return false
            else
                S[n+1] = i
            fi
        end
    end
complexity: O(n)

```

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7:  procedure INCREASE(h0: HASH TABLE)
    h1:= double size of h0
    begin:
        for h in h0 do
            h0(h) = h1(h)
        end
    end
complexity: O(n)

```