	me (print):				
):				
COI	MP 410 Spring 201	9			
Mi	dterm Exam				
OW	n brain. You have	75 minutes to comple	te the exam. Do all yoι	ates, smart watches, even ur work on these exam p hat the work you submit	pages. Please
Sig	nature:				
Q1	(4%): Consider a	node M in a minimum	binary heap; M is store	ed in the heap array at ir	ndex 73 .
	a) At what array	index will we find the p	parent of node M?	answer:	_
	b) At what array	index will we find the r	ight child of node M?	answer:	
	• •	e maximum number of e tree is <i>not a full binal</i>		a complete binary tree v	vith height K, if
	a) 2^(K+2)-1	b) 2*(K+1) c) 2^K	– 1 d) 2^(K+1) e) 2	2^(K+1)–2 answer : _	
				, closest) Big Oh time just write "M log k", le	-
Q3	(3%) Fill in the ta	able with worst-case tir	me complexity for list (a	nrray implementation)	of N items
	operation	add at i	remove at i	get ith	
	Big Oh	a)	b)	c)	
Q4	(3%) Fill in the ta	able with worst-case tir	me complexity for stack	(array implementation	n) of N items
	operation	push	рор	top	

Q5 (3%) Fill in with worst-case time complexity for binary search tree of N items (vanilla BST not being balanced)

operation	add	delete	contains
Big Oh	a)	b)	c)

Name (print): _	

Q6 (3%) Fill in with average-case time complexity for **binary search tree** of N items (vanilla BST, not being balanced)

operation	add	delete	contains
Big Oh	a)	b)	с)

Q7 (3%) Fill in the table with worst-case time complexity for queue (doubly linked cells) of N items

operation	enque	deque	front
Big Oh	а)	b)	c)

Q8 (3%) Fill in the table with average-case time complexity for min binary heap of N items

operation	add	getMin	delMin
Big Oh	a)	b)	c)

Q9 (8%) Fill in this table comparing sort methods for N items. Use theoretical Big Oh notation

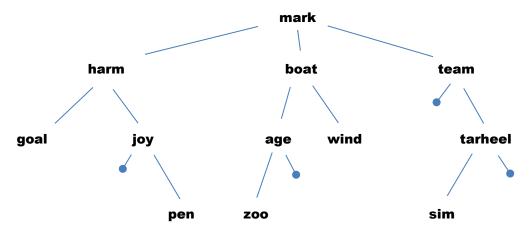
Time complexity	Worst case	Average case
bubble sort (on an array) N items	a)	b)
sort N items with a minimum binary heap	c)	d)
BST sort N items (vanilla BST, not being balanced)	e)	f)
put N items into linked list, keep it sorted each insert (inSort operation)	g)	h)

Name	(print):
Q10 (1	2%) True or False (T / F):
a)	If P has worst case time complexity O(log N) then P also has worst case time O(N)
b)	Making a binary heap of N items by calling the insert operation N times is never as efficient as using the "magic" build operation
c)	Garbage collection in Java makes it impossible to run out of run-time stack space during execution.
d)	The run-time stack is dynamic memory from which objects are allocated on calls to "new"
e)	The principle of time/space trade off says that if a program runs efficiently in time then it must use storage (space) inefficiently
f)	Any program that uses recursion can be rewritten to use no recursion and still produce the same results
g)	Items put into a priority queue will never come out in LIFO order
h)	Pre-order traversal on the tree that represents a minimum binary heap always produces the elements in increasing priority sequence
i)	Array representation for a general binary tree is always fast to use, and space efficient
j)	For any set of unique data elements, if we insert these elements into an empty BST in different orders, we can get different final BST structures
k)	An N-ary tree is a tree with every node (except leaves) having exactly N children.
l)	In practical terms, it is possible for a recursive function to fail to produce results, when ar iterative version of that function will succeed in producing correct results
Q11 (3	%): Consider this code fragment for function bubb :
i f	<pre>lic static long bubb(int N) {</pre>
	mit N to being a positive integer (not 0), and assume bubblesort has worst case complexity each runs, what is a good "Big Oh" complexity for the worst case execution time of function bubb ?
Q12 (3	%): Consider this code fragment for function mash:
-	<pre>colic static long mash(int N) { int x = 2;</pre>

If we limit N to being a positive integer (not 0), what is a good "Big Oh" complexity for the worst case execution time of function **mash**?

Name (print)			

Q13 (8%) Consider this 3-ary tree



Here are your answer choices:

- 1) mark harm goal joy pen boat age zoo wind team tarheel sim
- 2) goal harm joy pen mark boat zoo age wind team sim tarheel
- 3) mark harm boat team tarheel sim zoo pen goal joy age wind
- 4) goal pen joy harm zoo age wind boat sim tarheel team mark
- 5) mark harm boat team goal joy age wind tarheel pen zoo sim
- 6) none of the above
- a) which sequence is a breadth-first traversal?
- **b)** which sequence is a pre-order traversal?
- c) which sequence is an in-order traversal?
- -----
- **d)** which sequence is a post-order traversal?

Q14 (3%): Consider this code fragment for function magic:

If we limit N to being a positive integer (not 0), what is a good "Big Oh" complexity for the worst case execution time of function **magic**?

Q15 (3%) Consider the program code to the right:

Which of these is most accurate when "main" is run?

- a) the amount of run-time stack space that might be needed is finite
- b) the amount of run-time stack space that might be needed is finite, but unbounded
- the amount of run-time stack space that might be needed is infinite

```
answer: _____
```

```
function main ( ) {
   var x = getUserInput();
   var result = foo(x);
   alert(result);
}
function foo ( n ) {
   if (n<=1) return 1;
   return n * foo(n-1);
}</pre>
```

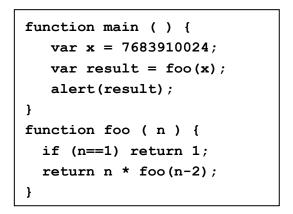
Name (print):						

Q16 (3%) Consider the program code to the right:

Which of these is most accurate when "main" is run?

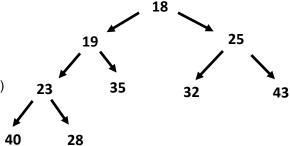
- a) the amount of run-time stack space that might be needed is finite
- b) the amount of run-time stack space that might be needed is finite, but unbounded
- the amount of run-time stack space that might be needed is infinite

answer:		



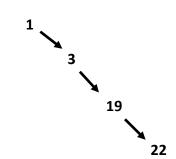
Q17 (3%) Consider the data structure represented at right

- a) (T/F) _____ This could be a binary heap
- b) **(T/F)** _____ This could be a BST (not being balanced)
- c) (T/F) _____ This could be a doubly linked list



Q18 (4%) Consider the data structure/sequence represented at right

- a) (T/F) _____ This could be a queue
- b) (T/F) _____ This could be a stack
- c) (T/F) _____ This could be a priority queue (done as list)
- d) (T/F) _____ This could be a BST (not being balanced)



Q19 (5%): Binary Search Tree (not being balanced)

Starting with an initially empty Binary Search Tree (*vanilla, not being balanced*), show the tree that results after inserting the following string values in the order given left to right:

input, cpu, port, disk, usb, ram, net, keys, audio, screen

Name (print): Q20 (5%) Consider the heap H shown to the	e right:
Show (in box below) the heap that results after	

Q21 (5%) Consider the heap **H** shown above right (in previous question):

Show (in the box below) the heap that results after add(5) followed by add(2)



Name (print)	

Q22 (3%): Lets add an operation to STACK. The operation is **max**, and it will return the largest element stored in the stack. If we implement a STACK with an array, which of the following expressions gives the most accurate description of the worst case time complexity of the **max** operation?

answer: _____

- a) O(1)
- b) O(N)
- c) O(2N)
- d) O(N²)
- e) O(2^N)

Q23 (3%): Consider this way to sort. You are given N integers in an array, the data source array. You are also told that the integer values will be in the range 0 to K inclusive, that there are no duplicate values, and that N < K. To sort them smallest to largest, you build another array of boolean with subscripts 0 to K.. You set every element in the boolean array to **false**. You go through the data source array and for each element you use the integer value stored as a subscript into the boolean array and mark that slot **true**. Finally, to get the sorted sequence, you go through the boolean array from subscript 0 up and print the subscript for every element that contains **true**

Which of the following expressions is the best description of the worst case time complexity for this sort:

answer:

- a) O(2N)
- b) O(N^2)
- c) O(N*K)
- d) O(N+K)
- e) $O(N^2 + K)$
- f) $O(N + K + (N^2)/K)$

Q24 (5%): Consider the BST B (basic, not balanced) below. Show its structure after "delete (18)" is complete. Show your final tree in the box:

