

Family Name: .....

Other Names: .....

ID Number: .....

## COMP103 Test 2

7 May, 2009

### Instructions

- Time: **45 minutes**.
- Answer **all** the questions.
- There are 45 marks in total.
- Write your answers in the boxes in this test paper and hand in all sheets.
- Every box with a heavy outline requires an answer.
- If you do not understand a question, ask for clarification.
- There are useful formulae and documentation at the end of the exam paper.

	Marks		
1. Various topics	[10]	1	<input type="text"/>
2. Sorting	[15]	2	<input type="text"/>
3. Linked Structures	[20]	3	<input type="text"/>
		Total:	<input type="text"/>

**SPARE PAGE FOR EXTRA ANSWERS**

Cross out rough working that you do not want marked.  
Specify the question number for work that you do want marked.

**Question 1. Various topics**

[10 marks]

(a) [2 marks] Give an example of a 'slow' sorting algorithm from lectures.

(b) [2 marks] Give an example of a 'fast' sorting algorithm from lectures.

(c) [2 marks] If you were implementing a Stack using a Linked List, which end of the list would you add and remove from? Why?

(d) [2 marks] Which of the methods given below are more efficient in a SortedArraySet implementation than in an unsorted ArraySet?

- contains
- add
- remove

(e) [2 marks] What is the difference between a binary tree and a general tree?

**Question 2. Sorting**

[15 marks]

(a) [5 marks] Complete “big O” costs for each of the following sorting algorithms. Two of them are given for you.

	Best Case	Worst Case	Average Case
Insertion Sort		$O(n^2)$	$O(n^2)$
Selection Sort			
Merge Sort			
Quick Sort			

(b) [5 marks] Complete the following method to sort the array of integers from lowest to highest using one of the ‘slow’ sorting algorithms.

```

public int [] sort(int [] array) {

    /* This is ----- sort */

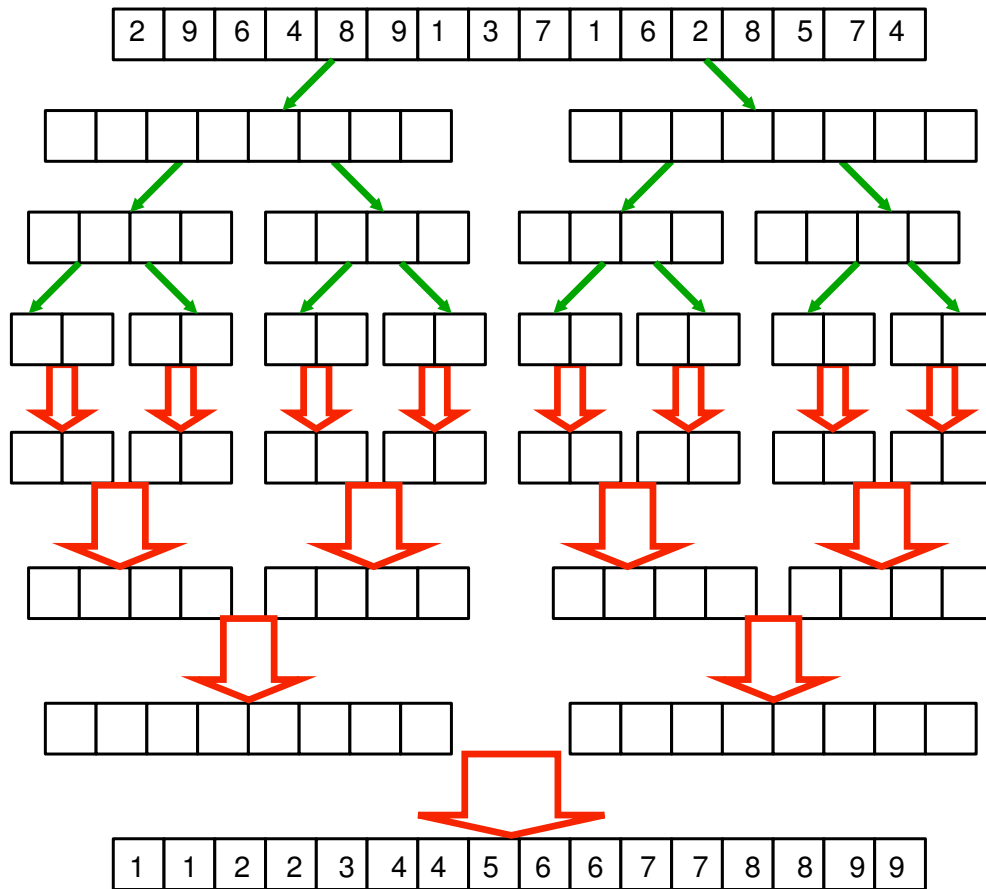
    for(                ) {

    }

    return array;
}

```

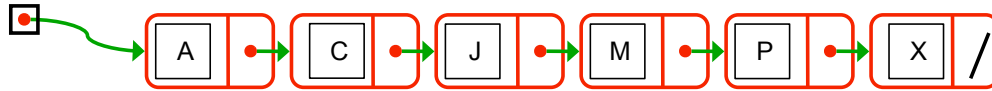
(c) [5 marks] Complete the following diagram, showing the intermediate steps that merge-sort uses to sort the following array of integers from smallest to largest.



**Question 3. Linked Structures**

[20 marks]

This diagram, which you saw in lectures, represents a linked list.



(a) [3 marks] Modify the *links* in the diagram, so as to:

- Remove the last element (X)
- Add a new element Q between J and M
- Remove the first element A.

The following code implements a linked list, like the one in the diagram above.

```

class LinkedList<E> {
    private LinkedListNode<E> data;

    public void addFirst(E value) {
        LinkedListNode<E> first = new LinkedListNode<E>(value);
        first .next = data;
        data = first ;
    }

    public E removeFirst() {
        if (data != null) {
            E val = data.value;
            data = data.next;
            return val;
        }
        return null;
    }

    public void remove(E value) {
        if (data != null) {
            data = data.remove(value);
        }
    }
}
  
```

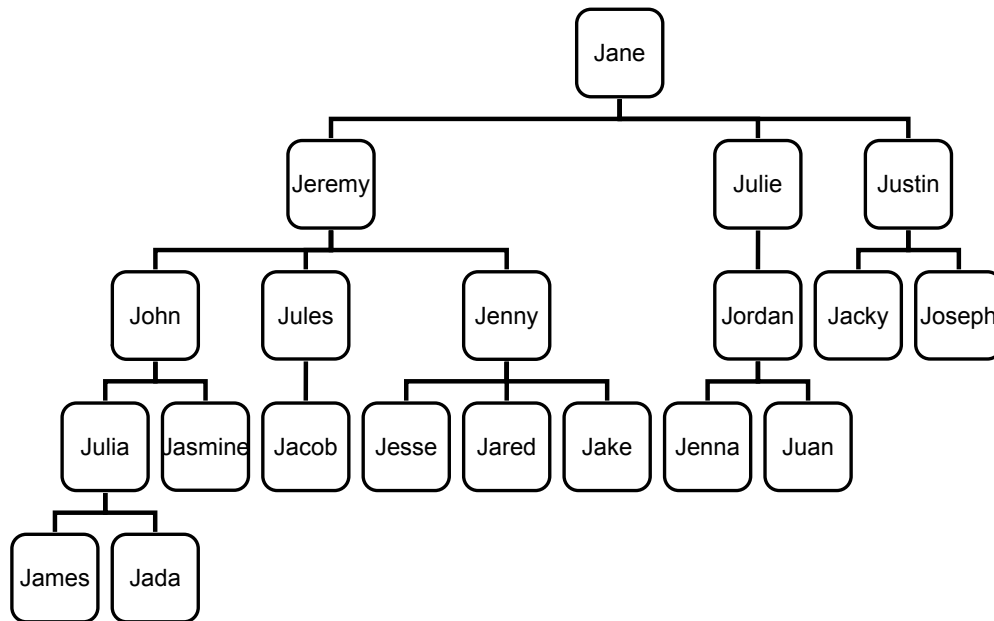
(b) [8 marks] Complete the implementation of `LinkedListNode` below by implementing a recursive remove method to remove all occurrences of a particular value from the list.

```
class LinkedListNode<E> {
    E value;
    LinkedListNode<E> next;
    public LinkedListNode(E value) {
        this.value = value;
    }
    public LinkedListNode<E> remove(E value) {

}
}
```

(c) [4 marks] Suppose we added a new field, `tail`, to `LinkedList` which stores the last node in the linked list so that we could add a new element to the list with  $O(1)$  cost.

If we added a new method to remove the last node in the list, what would the cost be? Justify your answer.



(d) [1 mark] How many leaves does the tree have?

(e) [1 mark] What is its depth?

Here is a simple class for representing a node in a binary tree.

```

class TreeNode<E> {
    TreeNode<E> left;
    TreeNode<E> right;
    E value;
}
    
```

(f) [3 marks] What would you change to make this a *general* tree?

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## Appendix (may be removed)

**Brief (and simplified) specifications of some relevant interfaces and classes.**

**public interface** Iterator <E>

**public** *boolean* hasNext();

**public** E next();

**public void** remove();

**public interface** Iterable <E>

**public** Iterator <E> iterator();

*// Can use in the "for each" loop*

**public interface** Comparable <E>

**public** *int* compareTo(E o);

*// Can compare this to another E*

**public interface** Comparator <E>

**public** *int* compare(E o1, E o2);

*// Can use this to compare two E's*

```
public interface Collection<E>
    public boolean isEmpty();
    public int size ();
    public boolean add();
    public Iterator <E> iterator();
```

```
public interface List<E> extends Collection<E>
    // Implementations: ArrayList
    public E get(int index);
    public void set(int index, E element);
    public void add(E element);
    public void add(int index, E element);
    public void remove(int index);
    public void remove(Object element);
```

```
public interface Set extends Collection<E>
    // Implementations: ArraySet, SortedArraySet, HashSet
    public boolean contains(Object element);
    public boolean add(E element);
    public boolean remove(Object element);
```

```
public interface Queue<E> extends Collection<E>
    // Implementations: ArrayQueue, LinkedList
    public E peek (); // returns null if queue is empty
    public E poll (); // returns null if queue is empty
    public boolean offer (E element);
```

```
public class Stack<E> implements Collection<E>
    public E peek (); // returns null if stack is empty
    public E pop (); // returns null if stack is empty
    public E push (E element);
```

```
public interface Map<K, V>
    // Implementations: HashMap, TreeMap, ArrayMap
    public V get(K key); // returns null if no such key
    public void put(K key, V value);
    public void remove(K key);
    public Set<Map.Entry<K, V>> entrySet();
```