

# COMP 285 Practice Midterm Questions

The following are questions meant to help you practice, and cannot be submitted for a grade.

## ***Important Notes***

- *It is meant to give you a chance to do some practice questions after having reviewed the slides, quizzes, in-class exercises, homeworks, etc.*
- *It should give a rough sense of some ways questions might be posed, though there's no guarantee that the actual midterm will have the exact same format (at a minimum, one difference is that the actual midterm will show the point values associated with the questions).*
- *It should give a rough idea of the level of mastery expected generally, though more/less mastery may be expected for any given topic.*

Thanks for reading the notes above - the big picture thing is that I want to be sure you use this resource appropriately, while at the same time **do not neglect the many other more comprehensive resources!**

# Asymptotic Analysis

1.  $O(n/100 + \log(n) + 200)$  can be simplified to  $O(n)$ . True or False?
2.  $2x + x^2/2 = \Theta(x^2 + 2x + x \log(x))$ . True or False?
3.  $x + 20 = \Omega(999)$ . True or False?

For questions 4 - 6, refer to the `containsDuplicates` pseudocode.

```
algorithm containsDuplicates
  input: size n vector of ints called vec
  output: true if vec contains duplicates, false otherwise

  for i = 0...n-1
    for j = i + 1...n-1 // Notice we start at i + 1, not j
      if vec[i] == vec[j]
        return true
  return false
```

4. What is the **best-case runtime** of `containsDuplicates`? Define  $n$ , provide a tight upper bound with Big-O, and justify your answer.
5. What is the **worst-case runtime** of `containsDuplicates`? Define  $n$ , provide a tight upper bound with Big-O, and justify your answer.
6. What is the **worst-case space complexity** of `containsDuplicates`? Define  $n$ , provide a tight upper bound with Big-O, and justify your answer.

# Using the Right Tools

7. Which of the data structure implementations below have  $O(1)$  runtime on average for element insertions? Select **ALL** that apply.

- A stack (C++: `std::stack`)
- A queue (C++: `std::queue`)
- A hash set (C++: `std::unordered_set`)
- A hash map (C++: `std::unordered_map`)
- A priority queue (C++: `std::priority_queue`)

8. Given a vector of  $n$  integers, where each integer is at most  $d$  away from its correct position in the sorted vector, complete the pseudocode in the box below that returns a sorted array in  $O(n \log(d))$  time.

algorithm sort

input:  $d$  and an almost sorted vector `vec` of ints as described above

output: the sorted vector

`m = new min priority queue of size  $d + 1$`

`for  $i = 0 \dots d$`

`m.push(vec[i])`

`ret = new empty vector to be returned`

`$i = d + 1$`

`while !m.empty()`

`if  $i < \text{vec.size}()$`

`m.push(vec[i])`

`i++`

`return ret`

# Sorting

9. Which array of the following will RadixSort take the most number of steps on? Select **ONE**.
- a. [1, 2, 3, 4, 5, 6]
  - b. [5, 43, 3, 11, 6, 9]
  - c. [3, 1, 34, 3, 4, 81]
  - d. [4, 4754, 4, 24, 1, 33]
10. For each of the below, explain in 1 - 2 sentences what they mean with respect to sorting.
- Adaptive
  
  
  
  
  
  - Stability
  
  
  
  
  
  - In-Place
11. Given an array is already sorted, which sort will take the least time? Select **ONE**.
- a. Insertion Sort
  - b. Quick Sort
  - c. Merge Sort
  - d. Selection Sort

For questions 12 - 13, refer to quickSort provided.

```
algorithm quickSort
  Input: vector<int> vec of size N
  Output: vector<int> with sorted elements

  if N < 2
    return vec
  pivot = findPivot(vec)
  left = new empty vec
  right = new empty vec
  for index i = 0, 1, 2, ... N-2
    if vec[i] <= pivot
      left.push_back(vec[i])
    else
      right.push_back(vec[i])
  return quickSort(left) + [pivot] + quickSort(right)
```

12. Suppose findPivot is a function which finds the element that will partition the list in two (nearly) equal halves in linear time while using constant space. What is the **worst-case runtime** of quickSort in this case? Justify your answer.

13. Challenge: what is the **worst-case space complexity** of quickSort in this case? Justify your answer.

# Master Theorem

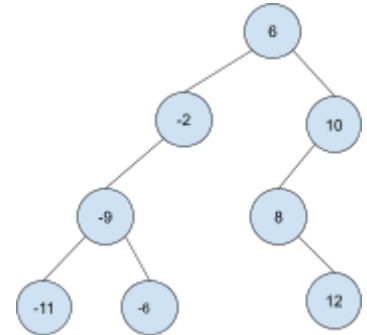
14. Find the runtime of an algorithm described by the following recurrence relation:

$T(n) = T(n/2) + O(1)$ . You may show your work for partial credit.

15. Write a recurrence relation for MergeSort. You may show your work for partial credit.

# Trees

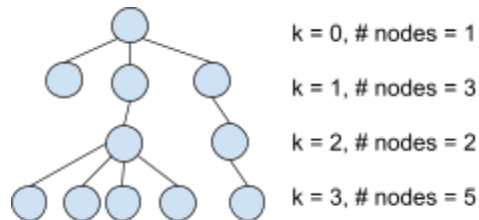
16. Is the tree on the right a Binary Search Tree? Explain.



17. What would a post-order traversal of this tree print out?

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18. Complete the recursive case of countAtLevel in the box, which counts the number of nodes at each level in a Tree.



```
algorithm countAtLevel
  input: TreeNode root and a level k
  output: the number of nodes at level k in root

  if level == 0 // base case
    return 1

  total = 0
  for each element child in root->getChildren()
    total += 
  return total
```

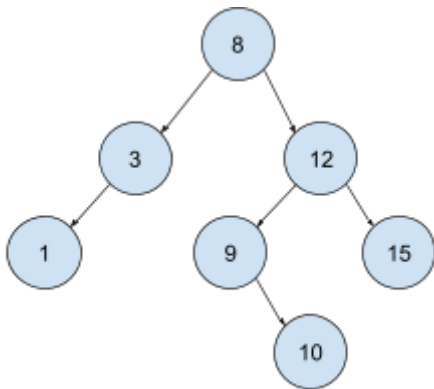
19. What is the **best-case runtime** of **removing** a node for a “**regular**” (i.e. not Red-Black) BST. Give an example of when the best-case happens.

20. What is the **worst-case runtime of searching** for a node in a **balanced** (e.g. AVL) BST. Give an example of when the worst-case happens.

*For question 21, use the following pseudocode*

```
BSTremove(t, v) // from visualgo.net
  search for v
  if v is a leaf
    delete leaf v
  else if v has 1 child
    bypass v
  else replace v with successor
```

21. Draw what the BST t below will look like after `BSTremove(t, 8)`





# Graphs

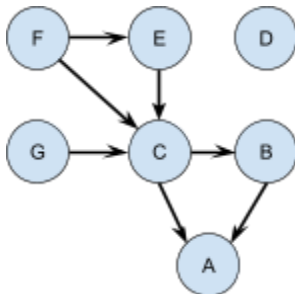
Use the following adjacency list, to answer questions 22 - 23

0: {1}  
1: {3, 4}  
2: {0}  
3: {1, 2}  
4: {}

22. Represent this Graph as an adjacency matrix. Recall that  $m[a][b] = 1$  means that there's a directed edge from Node(a) to Node(b)

23. Does this graph have cycles? If yes, identify them.

Use the following DAG to answer questions 24 - 26.



24. How many source nodes are there?

25. How many sink nodes are there?

26. Provide one valid topological sort for this DAG

*For questions 27 - 29, use the below.*

Wildlife scientists observe elephants in Serengeti National Park. Although the elephant herds may rarely be seen altogether, the scientists want to understand the **average herd size**, so they record all elephant “interactions” they observe over 3 months. Assume:

- The scientists can uniquely identify each elephant.
- Elephants will only ever “interact” with other elephants in their same herd.
- Elephants can only belong to one herd.

27. In order to solve this problem, we can represent this as a graph. What are the nodes and edges?

28. Which graph properties apply to this graph? Select **ALL** that apply.

- Undirected
- Acyclic
- Weighted

29. How would you solve this problem leveraging graph algorithms we’ve covered? Explain which algorithm you would use in words AND how you would use it to produce the **average herd size** amongst all observed elephants.