

CSCI 3333
Data Structures
Summer 2008
Suggested Solution to Mid-Term Examination

(1)

- (a) true
- (b) true
- (c) false
- (d) false

(2) For example:

Algorithm Boolean equalArray(a, b)

Input a, b: int arrays

Output: whether the arrays are equal.

```
if length(a) != length(b)
    return false;
else
    return equalArrayWithUpperRange(a, b, length(a))
end if;
```

Algorithm Boolean equalArrayWithUpperRange(a, b, upperIndex)

Input a, b: int arrays; upperIndex: upper range of the arrays to be checked.

Output: whether the arrays a[0,upperIndex-1] and b[0,upperIndex-1] are equal.

```
if upperIndex <= 0 return false;
if a[upperIndex-1] != b[upperIndex-1]
    return false;
else
    return equalArrayWithUpperRange(a, b, upperIndex-1);
end if;
```

(3) Since $f(n) = O(n^2)$ and $g(n) = O(n^3)$,

there exists c_f and n_{f0} such that

$$f(n) \leq c_f n^2 \text{ for } n \geq n_{f0}$$

and

c_g and n_{g0} such that

$$g(n) \leq c_g n^3 \text{ for } n \geq n_{g0}$$

Select $c = c_f * c_g$ and $n_0 = \max(n_{f0}, n_{g0})$.

Thus, for $n > n_0$,

$$f(n) * g(n) \leq c_f n^2 * c_g n^3 = c * n^5$$

(4) For example:

```
FloatList::ListNode* FloatList::findTail() {
    ListNode *curr = head;

    if (head == NULL) return NULL;
    while (curr->next != NULL) curr = curr-> next;
    return curr;
}
```

```
void FloatList::appendTailNode(float num)
{
    ListNode *newNode;
    // Allocate a new node & store num
    newNode = new ListNode;
    newNode->value = num;
    newNode->next = NULL;

    if (head==NULL)
    {
        // empty list
        head = newNode;
    }
    else
    {
        ListNode *tail = findTail();
        tail->next = newNode;
    }
}
```

```
int FloatList::size() {
    int result = 0;
    ListNode *curr = head;
    while (curr != NULL) {
        curr = curr-> next;
        result++;
    }
    return result;
}
```

(5) For example, in Java, with a time complexity of $O(n)$:

```
private static int doubleFactorial(int n) {
    if (n < 0) return -1;
    if (0 <= n && n < 2) return 1;
    return n * doubleFactorial(n-2);
}
```