

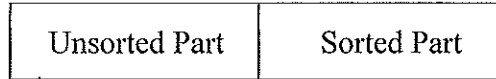


Question 3. (15 points) All simple sorts consist of two nested loops. The role of each loop is:

- outer loop - keeps track of the dividing line between the sorted part and unsorted part of the array
- inner loop - extends the size of the sorted part by one element

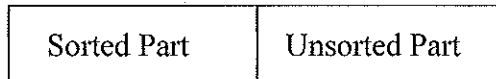
For each simple sort listed below, describe in **English** how the inner loop extends the size of the sorted part by one element. Assume that all sorts are sorting from smallest to largest elements (ascending order).

a) bubble sort:



*7*  
 compares adjacent items in unsorted part from left-to-right. if two items are "out of order" then they are swapped

b) selection sort:



*8*  
*15*  
 scans unsorted part to find the minimum item after, the loop swap min. with first unsorted item.

Question 4. (35 points) Complete the following program by (1) writing the calls in the main to both functions, and (2) writing both of the functions: FillArray and FindFirstAndCount. These functions' prototypes are shown below, and they should behave as follows: *FillAll*

FillArray - reads values interactively into the "numbers" array until the specified sentinelValue is read. After the function, "elementCount" should reflect the number of values read into "numbers."

FindAll - scans the array "numbers" looking for all occurrences of "target". The index locations of all occurrence of "target" is returned in the "foundIndexes" array, and "foundCount" returns a count of the number of times "target" occurs in the array "numbers".

```
#include <iostream>
using namespace std;

const int SIZE = 100; // maximum number of elements in array

// function prototypes
void FillArray(double numbers[], int & elementCount, double sentinelValue);
void FindAll(double numbers[], int elementCount, double target, int foundIndexes[], int & foundCount);
```

```
int main ( ) {
    int countOfNumbers, targetCount, targetLocations[SIZE];
    double numbers[SIZE], sentinel = -999, target = 100;

    // COMPLETE THE CALLS TO THE FUNCTIONS

    FillArray( numbers, countOfNumbers, sentinel );
    FindAll( numbers, countOfNumbers, target, targetLocations, targetCount );

    if (targetCount == 0) {
        cout << "The target of " << target << " was not found." << endl;
    } else {
        cout << "The target " << target << " was found " << targetCount
            << " times with the first occurrence at " << targetLocations[0] << endl;
    } // end if
} // end main
```

*25*

# Q4. Example

numbers:

0	1	2	3	4	5	6	7	8
5.0	3.0	2.0	3.0	3.0	7.0	1.0	8.0	

element count 8

target 3.0

Find All

Found Indices 1 3 4

Found Count 3

// WRITE THE CODE FOR THE FUNCTIONS FillArray and FindAll BELOW  
 void FillArray(double numbers[], int & elementCount, double sentinelValue) {

12  
 elementCount = 0;  
 while (true) {

cout << "Enter a number (or " << sentinelValue << " to exit):";

cin >> number[elementCount];

if (number[elementCount] == sentinelValue) {

return;

else {

elementCount++;

} // end if

} // end while

} // end FillArray

void FindAll(double numbers[], int elementCount, double target, int foundIndexes[],  
 int & foundCount) {

foundCount = 0;

for (int i = 0; i < elementCount; i++) {

13  
 if (numbers[i] == target) {

foundIndexes[foundCount] = i;

foundCount++;

} // end if

} // end for

} // end FindAll

Question 5. (10 points) Suppose you have a sorted array containing 1,000 elements.

a) In the worst case, how many comparisons between the target and an array element would be performed in an **unsuccessful binary search**? *~10*

b) In the worst case, how many comparisons between the target and an array element would be performed in an **unsuccessful linear search** (assume the linear search algorithm **does not** expect the array is sorted)?

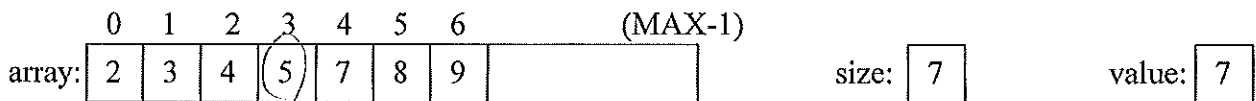
*1,000*

Question 6. (15 points) Below is the textbook's code for a *binary search* on a sorted array.

```
int binarySearch(int array[], int size, int value) {
    int first = 0,           // First array element
        last = size - 1,    // Last array element
        middle,             // Mid point of search
        position = -1;      // Position of search value
    bool found = false;     // Flag

    while (!found && first <= last) {
        middle = (first + last) / 2;    // Calculate mid point
        if (array[middle] == value) {   // If value is found at mid
            found = true;
            position = middle;
        } else if (array[middle] > value) { // If value is in lower half
            last = middle - 1;
        } else {
            first = middle + 1;         // If value is in upper half
        } // end if
    } // end while
    return position;
} // end binarySearch
```

Trace the `binarySearch` code using the following actual parameters by showing the changes to `first`, `last`, `middle`, `position`, and `found`.



<u>first</u>	<u>last</u>	<u>middle</u>	<u>position</u>	<u>found</u>
<del>0</del>	6	<del>3</del>	-1	false

*4*

*5*

*4*

*4*

*4*

*4*

*4 true*  
*return*