Question 1. (4 points) Consider the following Python code.

```
i = n
while i > 1:
    for j in range(n * n):
        print( i, j)

i = i // 2
```

What is the big-oh notation O() for this code segment in terms of n?

Question 2. (4 points) Consider the following Python code.

```
for i in range(n):
    for j in range(n):
        print(j)

for k in range(n):
        print(k)
```

What is the big-oh notation O() for this code segment in terms of n?

Question 3. (4 points) Consider the following Python code.

```
def main(n):
    for i in range(n):
        doSomething(n)

def doSomething(n):
    for k in range(n):
        doMore(n)

def doMore(n):
    for j in range(n):
        print(j)
```

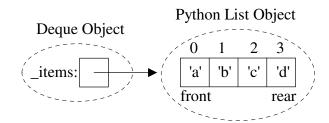
What is the big-oh notation O() for this code segment in terms of n?

Question 4. (8 points) Suppose a $O(n^3)$ algorithm takes 10 second when n = 100. How long would the algorithm run when n = 1,000?

Question 5. (10 points) Why should any method/function having a "precondition" raise an exception if the precondition is violated?

Question 6. A Deque (pronounced "Deck") is a linear data structure which behaves like a double-ended queue, i.e., it allows adding or removing items from either the front or the rear of the Deque. One possible implementation of a Deque would be to use a built-in Python list to store the Deque items such that

- the front item is always stored at index 0,
- the rear item is always at index len(self._items) -1 or -1



a) (6 points) Complete the big-oh O (), for each Deque operation, assuming the above implementation. Let n be the number of items in the Deque.

isEmpty	addRear	removeRear	addFront	removeFront	size

b) (9 points) Complete the method for the removeFront operation, including the precondition check to raise an exception if it is violated.

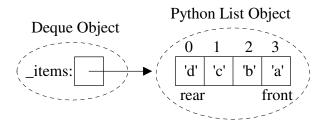
def removeFront(self):

"""Removes and returns the Front item of the Deque

Precondition: the Deque is not empty.

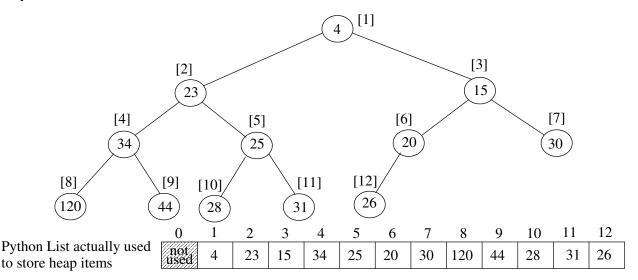
Postcondition: Front item is removed from the Deque and returned"""

c) (5 points) An alternate Deque implementation would swap the location of the front and rear items as in:



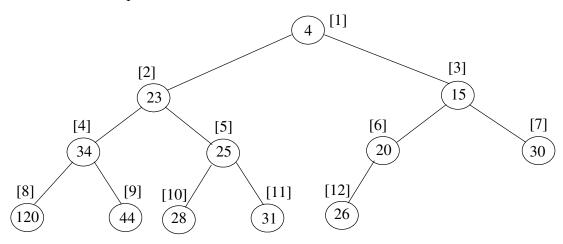
Why is this alternate implementation probably not very helpful with respect to the Deque's performance?

Question 7. Consider the binary heap approach to implement a priority queue. A Python list is used to store a *complete binary tree* (a full tree with any additional leaves as far left as possible) with the items being arranges by *heap-order property*, i.e., each node is \leq either of its children. An example of a *min* heap "viewed" as a complete binary tree would be:



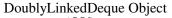
- a) (3 points) For the above heap, the list indexes are indicated in []'s. For a node at index i, what is the index of:
- its left child if it exists:
- its right child if it exists:
- its parent if it exists:
- b) (7 points) What would the above heap look like after inserting 18 and then 9 (show the changes on above tree)
- c) (6 points) What is the big-oh notation for the insert operation? (EXPLAIN YOUR ANSWER)

Now consider the delMin operation that removes and returns the minimum item.

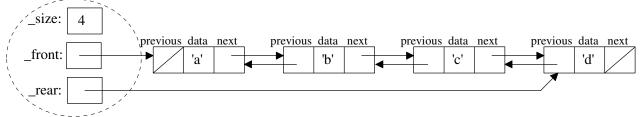


- d) (2 point) What item would delMin remove and return from the above heap?
- e) (7 points) What would the above heap look like after delMin? (show the changes on above tree)

Question 8. The Node 2Way class (which inherits the node.py class) can be used to dynamically create storage for each new item added to a Deque using a doubly-linked implementation as in:



Node2Way Objects



a) (6 points) Determine the big-oh, O(), for each Deque operation assuming the above doubly-linked implementation. Let n be the number of items in the Deque.

addFront	removeFront	addRear	removeRear	size	str

b) (14 points) Complete the addRear method.

```
class DoublyLinkedDeque(object):
    """ Doubly-Linked list based Deque implementation."""
                                                                 class Node:
                                                                     def __init__(self,initdata):
                                                                         self.data = initdata
    def __init__(self):
                                                                         self.next = None
        self.\_size = 0
        self._front = None
                                                                     def getData(self):
        self._rear = None
                                                                         return self.data
    def addRear(self, newItem):
                                                                     def getNext(self):
        """ Adds the newItem to the rear of the Deque.
                                                                         return self.next
            Precondition: none """
                                                                     def setData(self,newdata):
                                                                         self.data = newdata
                                                                     def setNext(self,newnext):
                                                                         self.next = newnext
                                                                 class Node2Way(Node):
                                                                     def __init__(self,initdata):
                                                                         Node.__init__(self,initdata)
                                                                         self.previous = None
                                                                     def getPrevious(self):
                                                                         return self.previous
                                                                     def setPrevious(self,newprevious):
                                                                         self.previous = newprevious
```

c) (5 points) Would using singly-linked nodes (i.e., Node objects instead of Node 2Way) slow down any of the Deque operations? Justify your answer