Subject Code \& Name: A0509-DATA STRUCTURES

## Answer ALL the Questions

| S <br> NO. | Questions | Marks | BT <br> Level | CO |
| :---: | :--- | :---: | :---: | :---: |
| $\mathbf{1}$ | Module-3 |  |  |  |
| $\mathbf{2}$ | Design an AVL tree using the following sequence of data: 63, 9, 19, 27, 18, 108, 99, 81. | 5 | L6 | 3 |
| $\mathbf{3}$ | Explain splay trees in detail with relevant examples. | 5 | L4 | 3 |
| $\mathbf{4}$ | Explain about AVL tree and its operations with different rotations. | 5 | L3 | 3 |


| $\begin{gathered} \hline \mathbf{S} \\ \text { NO. } \end{gathered}$ | Questions | Marks | $\begin{gathered} \hline \text { BT } \\ \text { Level } \end{gathered}$ | co |
| :---: | :---: | :---: | :---: | :---: |
|  | Module-4 |  |  |  |
| 1 | Differentiate between depth-first search and breadth-first search traversal of a graph | 5 | L4 | 4 |
| 2 | Implement the graph representation methods in the memory by consider the graph given below | 5 | L3 | 4 |
| 3 | Explain the procedure of Depth First Search traversal technique with an example. | 5 | L3 | 4 |
| 4 | Implement the Breadth First Search traversal method on below given graph | 5 | L4 | 4 |
| 5 | Construct the following sequence of numbers in descending order using heap sort. 42, 34, 75, 23, 21, 18, 90, 67, 78 | 5 | L5 | 4 |
| 6 | Implement a sort technique on following elements $77,49,25,12,9,33,56,81$ that works on the principle of divide and conquer strategy | 5 | L4 | 4 |


| 7 | Design a binary max-heap and a min-heap from the following sequence of data: 50, 40, 35, 25, 20, 27, 33. | 5 | L6 | 4 |
| :---: | :---: | :---: | :---: | :---: |
| 8 | Explain about merge sort and sort the given elements 39,9,81,45,90,27,72,18 | 5 | L3 | 4 |
| $\begin{gathered} \hline \mathbf{S} \\ \text { NO. } \end{gathered}$ | Questions | Marks | $\begin{gathered} \text { BT } \\ \text { Level } \end{gathered}$ | CO |
|  | Module-5 |  |  |  |
| 1 | Which pattern matching algorithm scans the characters from right to left? Explain it with suitable example. | 5 | L3 | 5 |
| 2 | Explain the applications of pattern matching algorithm? | 5 | L3 | 5 |
| 3 | Demonstrate working principal of Knuth Morris Pratt algorithm with example. | 5 | L3 | 5 |
| 4 | Give a brief description on pattern matching problem and explain Boyer-moor algorithm with an example. | 5 | L3 | 5 |
| 5 | What is a binary trie? Construct a binary trie with elements: $0001,0011,1000,1001,1100$, 0010, 1101, 1010 | 5 | L5 | 5 |
| 6 | Explain the advantages and disadvantages of tries | 5 | L4 | 5 |
| 7 | What is the importance of Binary tries and Discuss its applications | 5 | L3 | 5 |
| 8 | Explain the following: <br> 1) Standard Tries <br> 2) Compressed Tries <br> 3)Suffix tries | 5 | L4 | 5 |

Prepared By Name:
Signature:

## MALLA REDDY ENGINEERING COLLEGE (AUTONOMOUS)

II B.Tech I Semester (MR20-2020-21 Batch) Mid Term Examinations-I, February-2022
Subject Code \& Name: A0509-DATA STRUCTURES
Branch: Computer Science and Engineering
Max. Marks: 25M
Time: 90 Mins

Answer ALL the Questions:

| S. | Questions | Ans |
| :---: | :---: | :---: |
|  | Model-3 |  |
| 1 | What is the maximum height of any AVL-tree with 7 nodes? Assume that the height of a tree with a single node is 0 . <br> (A) 2 <br> (B) 3 <br> (C) 4 <br> (D) 5 |  |
| 2 | Consider the following AVL tree. <br> Which of the following is updated AVL tree after insertion of 70 ? <br> (A) <br> (B) |  |

\begin{tabular}{|c|c|c|}

\hline \& | (C) |
| :--- |
| `D) None | \& <br>

\hline 3 \& | What is an AVL tree? |
| :--- |
| a) a tree which is balanced and is a height balanced tree |
| b) a tree which is unbalanced and is a height balanced tree |
| c) a tree with three children |
| d) a tree with atmost 3 children | \& <br>


\hline 4 \& | Why we need to a binary tree which is height balanced? |
| :--- |
| a) to avoid formation of skew trees |
| b) to save memory |
| c) to attain faster memory access |
| d) to simplify storing | \& <br>


\hline 5 \& | What is the maximum height of an AVL tree with p nodes? |
| :--- |
| a) $p$ |
| b) $\log (\mathrm{p})$ |
| c) $\log (\mathrm{p}) / 2$ |
| d) $\mathrm{p} / 2$ | \& <br>


\hline 6 \& | To restore the AVL property after inserting a element, we start at the insertion point and move towards root of that tree. is this statement true? |
| :--- |
| a) true |
| b) false | \& <br>


\hline 7 \& | What maximum difference in heights between the leafs of a AVL tree is possible? |
| :--- |
| a) $\log (n)$ where $n$ is the number of nodes |
| b) $n$ where $n$ is the number of nodes |
| c) 0 or 1 |
| d) atmost 1 | \& <br>


\hline 8 \& | Why to prefer red-black trees over AVL trees? |
| :--- |
| a) Because red-black is more rigidly balanced |
| b) AVL tree store balance factor in every node which costs space |
| c) AVL tree fails at scale |
| d) Red black is more efficient | \& <br>

\hline 9 \& Which of the below diagram is following AVL tree property? \& <br>
\hline
\end{tabular}



|  | d) to get constant time complexity |  |
| :---: | :---: | :---: |
| 15 | When to choose Red-Black tree, AVL tree and B-trees? <br> a) many inserts, many searches and when managing more items respectively <br> b) many searches, when managing more items respectively and many inserts respectively <br> c) sorting, sorting and retrieval respectively <br> d) retrieval, sorting and retrieval respectively |  |
| 16 | Descending priority queue can be implemented using $\qquad$ <br> a) max heap <br> b) min heap <br> c) min-max heap <br> d) trie |  |
| 17 | Min heap can be used to implement selection sort. <br> a) True <br> b) False |  |
| 18 | The ascending heap property is $\qquad$ <br> a) $\mathrm{A}[\operatorname{Parent(i)}]=\mathrm{A}[\mathrm{i}]$ <br> b) $\mathrm{A}[\operatorname{Parent}(\mathrm{i})]<=\mathrm{A}[\mathrm{i}]$ <br> c) $\mathrm{A}[\operatorname{Parent}(\mathrm{i})]>=\mathrm{A}[\mathrm{i}]$ <br> d) $\mathrm{A}[\operatorname{Parent}(\mathrm{i})]>2 * \mathrm{~A}[\mathrm{i}]$ |  |
| 19 | Which one of the following array elements represents a binary min heap? <br> a) 12108251417 <br> b) 81012251417 <br> c) 25171412108 <br> d) 14172510128 |  |
| 20 | The procedure FindMin() to find the minimum element and the procedure DeleteMin() to delete the minimum element in min heap take $\qquad$ <br> a) logarithmic and linear time constant respectively <br> b) constant and linear time respectively <br> c) constant and quadratic time respectively <br> d) constant and logarithmic time respectively |  |
| 21 | In a binary min heap containing $n$ elements, the largest element can be found in $\qquad$ time. <br> a) $\mathrm{O}(\mathrm{n})$ <br> b) $O(n \log n)$ <br> c) $O(\log n)$ <br> d) $\mathrm{O}(1)$ |  |
| 22 | What will be the position of 5, when a max heap is constructed on the input elements 5, 70, 45, $7,12,15,13,65,30,25$ ? <br> a) 5 will be at root <br> b) 5 will be at last level <br> c) 5 will be at second level <br> d) 5 can be anywhere in heap |  |
| 23 | On which algorithm is heap sort based on? <br> a) Fibonacci heap <br> b) Binary tree <br> c) Priority queue |  |


|  | d) FIFO |  |
| :---: | :---: | :---: |
| 24 | In what time can a binary heap be built? <br> a) $\mathrm{O}(\mathrm{N})$ <br> b) $\mathrm{O}(\mathrm{N} \log \mathrm{N})$ <br> c) $\mathrm{O}(\log \mathrm{N})$ <br> d) $\mathrm{O}\left(\mathrm{N}^{2}\right)$ |  |
| 25 | In what position does the array for heap sort contains data? <br> a) 0 <br> b) 1 <br> c) -1 <br> d) anywhere in the array |  |
|  | Module-4 |  |
| 01 | What is the typical running time of a heap sort algorithm? <br> a) $\mathrm{O}(\mathrm{N})$ <br> b) $\mathrm{O}(\mathrm{N} \log \mathrm{N})$ <br> c) $\mathrm{O}(\log \mathrm{N})$ <br> d) $\mathrm{O}\left(\mathrm{N}^{2}\right)$ |  |
| 02 | What is the time taken to perform a delete min operation? <br> a) $\mathrm{O}(\mathrm{N})$ <br> b) $\mathrm{O}(\mathrm{N} \log \mathrm{N})$ <br> c) $\mathrm{O}(\log \mathrm{N})$ <br> d) $\mathrm{O}\left(\mathrm{N}^{2}\right)$ |  |
| 03 | Which of the following statements for a simple graph is correct? <br> a) Every path is a trail <br> b) Every trail is a path <br> c) Every trail is a path as well as every path is a trail <br> d) Path and trail have no relation |  |
| 04 | For the given graph $(\mathrm{G})$, which of the following statements is true? <br> a) G is a complete graph <br> b) G is not a connected graph <br> c) The vertex connectivity of the graph is 2 |  |


|  | d) The edge connectivity of the graph is 1 |  |
| :---: | :---: | :---: |
| 05 | Which of the following properties does a simple graph not hold? <br> a) Must be connected <br> b) Must be unweighted <br> c) Must have no loops or multiple edges <br> d) Must have no multiple edges |  |
| 06 | A connected planar graph having 6 vertices, 7 edges contains $\qquad$ regions. <br> a) 15 <br> b) 3 <br> c) 1 <br> d) 11 |  |
| 07 | The given Graph is regular. <br> a) True <br> b) False |  |
| 08 | What is the number of edges present in a complete graph having n vertices? <br> a) $(\mathrm{n} *(\mathrm{n}+1)) / 2$ <br> b) $\left(\mathrm{n}^{*}(\mathrm{n}-1)\right) / 2$ <br> c) n <br> d) Information given is insufficient |  |
| 09 | For a given graph G having v vertices and e edges which is connected and has no cycles, which of the following statements is true? <br> a) $v=e$ <br> b) $v=e+1$ <br> c) $v+1=e$ <br> d) $v=e-1$ |  |
| 10 | The Breadth First Search traversal of a graph will result into? <br> a) Linked List <br> b) Tree <br> c) Graph with back edges <br> d) Arrays |  |
| 11 | The Data structure used in standard implementation of Breadth First Search is? <br> a) Stack <br> b) Queue <br> c) Linked List <br> d) Tree |  |


| 12 | Time Complexity of Breadth First Search is? (V - number of vertices, E - number of edges) <br> a) $\mathrm{O}(V+E)$ <br> b) $\mathrm{O}(\mathrm{V})$ <br> c) $\mathrm{O}(\mathrm{E})$ <br> d) $\mathrm{O}(\mathrm{V} * \mathrm{E})$ |
| :---: | :---: |
| 13 | A graph with all vertices having equal degree is known as a $\qquad$ <br> a) Multi Graph <br> b) Regular Graph <br> c) Simple Graph <br> d) Complete Graph |
| 14 | Which of the following ways can be used to represent a graph? <br> a) Adjacency List and Adjacency Matrix <br> b) Incidence Matrix <br> c) Adjacency List, Adjacency Matrix as well as Incidence Matrix <br> d) No way to represent |
| 15 | Breadth First Search is equivalent to which of the traversal in the Binary Trees? <br> a) Pre-order Traversal <br> b) Post-order Traversal <br> c) Level-order Traversal <br> d) In-order Traversal |
| 16 | A person wants to visit some places. He starts from a vertex and then wants to visit every place connected to this vertex and so on. What algorithm he should use? <br> a) Depth First Search <br> b) Breadth First Search <br> c) Trim's algorithm <br> d) Kruskal's algorithm |
| 17 | When the Breadth First Search of a graph is unique? <br> a) When the graph is a Binary Tree <br> b) When the graph is a Linked List <br> c) When the graph is a n-ary Tree <br> d) When the graph is a Ternary Tree |
| 18 | Which of the following sorting algorithm does not use recursion? <br> a) quick sort <br> b) merge sort <br> c) heap sort <br> d) bottom up merge sort |
| 19 | What will be the best case time complexity of merge sort? <br> a) $O(n \log n)$ <br> b) $\mathrm{O}\left(\mathrm{n}^{2}\right)$ <br> c) $O\left(n^{2} \log n\right)$ <br> d) $O\left(n \log n^{2}\right)$ |
| 20 | Which of the following method is used for sorting in merge sort? <br> a) merging <br> b) partitioning <br> c) selection <br> d) exchanging |
| 21 | What is the worst case time complexity of merge sort? |


|  | a) $\mathrm{O}(\mathrm{n} \log \mathrm{n})$ <br> b) $\mathrm{O}\left(\mathrm{n}^{2}\right)$ <br> c) $O\left(n^{2} \log n\right)$ <br> d) $O\left(n \log n^{2}\right)$ |  |
| :---: | :---: | :---: |
| 22 | What is the auxiliary space complexity of merge sort? <br> a) $\mathrm{O}(1)$ <br> b) $\mathrm{O}(\log n)$ <br> c) $\mathrm{O}(\mathrm{n})$ <br> d) $\mathrm{O}(\mathrm{n} \log \mathrm{n})$ |  |
| 23 | What is the average case time complexity of merge sort? <br> a) $\mathrm{O}(\mathrm{n} \log \mathrm{n})$ <br> b) $\mathrm{O}\left(\mathrm{n}^{2}\right)$ <br> c) $O\left(n^{2} \log n\right)$ <br> d) $O\left(n \log n^{2}\right)$ |  |
| 24 | In BFS, how many times a node is visited? <br> a) Once <br> b) Twice <br> c) Equivalent to number of indegree of the node <br> d) Thrice |  |
| 25 | Merge sort uses which of the following technique to implement sorting? <br> a) backtracking <br> b) greedy algorithm <br> c) divide and conquer <br> d) dynamic programming |  |
| 26 | What is an internal sorting algorithm? <br> a) Algorithm that uses tape or disk during the sort <br> b) Algorithm that uses main memory during the sort <br> c) Algorithm that involves swapping <br> d) Algorithm that are considered 'in place' |  |
| 27 | In heap sort, after deleting the last minimum element, the array will contain elements in? <br> a) increasing sorting order <br> b) decreasing sorting order <br> c) tree inorder <br> d) tree preorder |  |
| 28 | Regarding implementation of Depth First Search using stacks, what is the maximum distance between two nodes present in the stack? (considering each edge length 1 ) <br> a) Can be anything <br> b) 0 <br> c) At most 1 <br> d) Insufficient Information |  |
| 29 | In Depth First Search, how many times a node is visited? <br> a) Once <br> b) Twice <br> c) Equivalent to number of indegree of the node <br> d) Thrice |  |
| 30 | Which of the following is not an application of Depth First Search? <br> a) For generating topological sort of a graph <br> b) For generating Strongly Connected Components of a directed graph <br> c) Detecting cycles in the graph |  |


|  | d) Peer to Peer Networks |  |
| :---: | :---: | :---: |
| 31 | When the Depth First Search of a graph is unique? <br> a) When the graph is a Binary Tree <br> b) When the graph is a Linked List <br> c) When the graph is a n-ary Tree <br> d) When the graph is a ternary Tree |  |
| 32 | For which of the following combinations of the degrees of vertices would the connected graph be eulerian? <br> a) $1,2,3$ <br> b) $2,3,4$ <br> c) $2,4,5$ <br> d) $1,3,5$ |  |
| 33 | Depth First Search is equivalent to which of the traversal in the Binary Trees? <br> a) Pre-order Traversal <br> b) Post-order Traversal <br> c) Level-order Traversal <br> d) In-order Traversal |  |
| 34 | Time Complexity of DFS is? (V - number of vertices, E - number of edges) <br> a) $\mathrm{O}(V+E)$ <br> b) $\mathrm{O}(\mathrm{V})$ <br> c) $O(E)$ <br> d) $\mathrm{O}(\mathrm{V} * \mathrm{E})$ |  |
| 35 | The Depth First Search traversal of a graph will result into? <br> a) Linked List <br> b) Tree <br> c) Graph with back edges <br> d) Array |  |
| 36 | Which of the following is not an application of Breadth First Search? <br> a) Finding shortest path between two nodes <br> b) Finding bipartiteness of a graph <br> c) GPS navigation system <br> d) Path Finding |  |
| 37 | Which of the following is true? <br> a) A graph may contain no edges and many vertices <br> b) A graph may contain many edges and no vertices <br> c) A graph may contain no edges and no vertices <br> d) A graph may contain no vertices and many edges |  |
| 38 | . If a simple graph G , contains n vertices and m edges, the number of edges in the Graph $\mathrm{G}^{\prime}($ Complement of G$)$ is $\qquad$ <br> a) $(n * n-n-2 * m) / 2$ <br> b) $(\mathrm{n} * \mathrm{n}+\mathrm{n}+2 * \mathrm{~m}) / 2$ <br> c) $(n * n-n-2 * m) / 2$ <br> d) $(n * n-n+2 * m) / 2$ |  |
| 39 | . In a simple graph, the number of edges is equal to twice the sum of the degrees of the vertices. <br> a) True <br> b) False |  |


| 40 | Which of the following is not an application of Breadth First Search? <br> a) Finding shortest path between two nodes <br> b) Finding bipartiteness of a graph <br> c) GPS navigation system <br> d) Path Finding |
| :---: | :---: |
| 41 | Which of the following is not a variant of merge sort? <br> a) in-place merge sort <br> b) bottom up merge sort <br> c) top down merge sort <br> d) linear merge sort |
| 42 | Merge sort is preferred for arrays over linked lists. <br> a) true <br> b) false |
| 43 | Which of the following stable sorting algorithm takes the least time when applied to an almost sorted array? <br> a) Quick sort <br> b) Insertion sort <br> c) Selection sort <br> d) Merge sort |
| 44 | Which of the following is an external sorting? <br> A. Insertion Sort <br> B. Bubble Sort <br> C. Merge Sort <br> D. Tree Sort |
| 45 | Which of the following sorting algorithm is of divide and conquer type? <br> a). Bubble sort <br> b). Insertion sort <br> c) Quicksort <br> d). Merge sort |
| 46 | The time complexity of heap sort is .... <br> a) $\mathrm{O}(\mathrm{n})$ <br> b) $\mathrm{O}(\log n)$ <br> c) $\mathrm{O}(\mathrm{n} 2)$ <br> d) $O(n \log n)$ |
| 47 | $\qquad$ sorting is good to use when alphabetizing a large list of names. <br> a). Merge <br> b). Heap <br> c). Radix <br> d). Bubble |
| 48 | A tree sort is also known as $\qquad$ sort. <br> a). quick <br> b). shell <br> c) heap <br> d). selection |
| 49 | Trie is also known as $\qquad$ <br> a) Digital Tree <br> b) Treap <br> c) Binomial Tree <br> d) 2-3 Tree |


|  |  | Module-5 |
| :--- | :--- | :--- |
| 01 | What traversal over trie gives the lexicographical sorting of the set of the strings? <br> a) postorder <br> b) preorders <br> c) inorder <br> d) level order |  |
| 02 | Which of the following is the efficient data structure for searching words in dictionaries? <br> a) BST <br> b) Linked List <br> c) Balancded BST <br> d) Trie | - Which of the following special type of trie is used for fast searching of the full texts? <br> a) Ctrie <br> b) Hash tree <br> c) Suffix tree <br> d) T tree |
| 04 | Which of the following is not true? <br> a) Trie requires less storage space than hashing <br> b) Trie allows listing of all the words with same prefix <br> c) Tries are collision free <br> d) Trie is also known as prefix tree |  |
| 03 | program to search a contact from phone directory can be implemented efficiently using <br> a) a BST <br> b) a trie <br> c) a balanced BST <br> d) a binary tree |  |
| 06 | Brute force search commonly known as <br> a)Naïve Algorithm <br> b) Uninformed Algorithm <br> c) Both a and b |  |
| 06 | What can be the maximum depth of the trie with n strings and m as the maximum sting the length? <br> a) log2n <br> b) Search Space <br> b) Brute Force <br> c) n $n$ <br> d) m m |  |
| 07 | Which of the following is true about the trie? <br> a) root is letter a <br> b) path from root to the leat yields the string <br> c) children of nodes are randomly ordered <br> d) each node stores the associated keys <br> b) False |  |


|  | d) Search Algorithm |  |
| :--- | :--- | :--- |
| 11 | What is the time complexity of the bruteforce algorithm used to find the length of the longest <br> palindromic subsequence? <br> a)O(1) <br> b) O(2^n) <br> c)O(n) <br> d) O(n^2) |  |
| 12 | Which of the following is the fastest algorithm in string matching field? <br> a) Boyer-More's algorithm <br> b) String matching algorithm <br> c) Quick search algorithm <br> d) Linear search algorithm |  |
| 13 | Which of the following algorithms formed the basis for the Quick search algorithm? <br> a) Boyer-Moore's algorithm <br> b) Parallel string matching algorithm <br> c) Binary Search algorithm <br> d) Linear Search algorithm |  |
| 14 | What is the space complexity of quick search algorithm? <br> a) O(n) <br> b) O(log n) <br> c) O(m+n) <br> d) O(mn) | Which of the following algorithms are used for string and pattern matching problems? <br> a) Z Algorithm |
| 15 | What character shift tables does Boyer-Moore's search algorithm use? <br> a) good-character shift tables <br> b) bad-character shift tables <br> c) next-character shift tables <br> d) both good and bad character shift tables <br> d) Likelihood <br> b) Processed Data <br> c) Pattern Recognition |  |
| 16 | What is the worst case running time in searching phase of Boyer-Moore's algorithm? <br> a) O(n) <br> b) O(log n) <br> c) O(m+n) <br> d) O(mn) <br> 18. Given input string = "ABCDABCATRYCARCABCSRT" and pattern string = "CAT". Find the <br> first index of the pattern match using quick search algorithm. <br> a) 2 <br> b) 6 <br> c) 11 <br> d) 14 |  |


|  | b) Rabin Karp Algorithm <br> c) KMP Algorithm <br> d) All of the above |  |
| :--- | :--- | :--- |
| 19 | Can suffix tree be used in bioinformatics problems and solutions. <br> a). True <br> b). False |  |
| 20 | Which of the following is true about the trie? <br> a) Root is letter a <br> b) Path from root to the leat yields the string <br> C) Children of nodes are randomly ordered <br> d) Each node stores the associated keys |  |
| 21 | How much time does construction of suffix tree take? <br> a) O (log M) <br> b) O (M!) <br> c) Exponential to Length of Tree <br> d) Linear to Length of Tree |  |
| 22 | What is the worst case running time of Rabin Karp Algorithm? <br> a) Theta(n) <br> b) Theta(n-m) <br> c). Theta((n-m+1)m) <br> d) Theta(nlogm) |  |
| 23 | What is the running time of Boyer-Moore's algorithm? <br> a) O(n) <br> b) O(log n) <br> c) O(m+n) <br> d) O(mn) | What is a time complexity for finding the total length of all string on all edges of a tree? <br> a) O (n) <br> b) O (n!) <br> c) O (1) <br> d) O (n') |
| 24 | What is the auxiliary space complexity of Z algorithm for pattern searching (m = length of text, n = length of <br> pattern)? <br> a) O(n + m) <br> b) O(m) <br> c) O(n) <br> d) O(m * n) |  |
| 25 | Which of the following is a sub string of "SANFOUNDRY"? <br> a) SANO <br> b) FOUND <br> c) SAND <br> d) FOND <br> d) Alexander Morse's algorithm <br> c) Lempel - Ziv - Welch's algorithm <br> b) Farach's algorithm |  |
| 26 | Which of the following algorithm of data compression uses a suffix tree? |  |


| 28 | Which of the following methods can be used to solve the Knapsack problem? <br> a) Brute force algorithm <br> b) Recursion <br> c) Dynamic programming <br> d) Brute force, Recursion and Dynamic Programming |  |
| :--- | :--- | :--- |
| 29 | What is the time complexity of the brute force algorithm used to solve the Knapsack problem? <br> a) O(n) <br> b) O(n!) <br> c) O(2n) <br> d) O(n³) |  |
| 30 | The 0-1 Knapsack problem can be solved using Greedy algorithm. <br> a) True <br> b) False |  |
| 31 | A <br> a) Stack is an advanced data structure that is sometimes also known as prefix tree <br> b) Queue <br> c) Trie <br> d) All of the above |  |
| 32 | What is the benefit of compressed binary trie over normal binary tree? <br> a) Much faster compared to regular trie tree <br> b) Huge memory advantage <br> c) No string operations <br> d) All of the above |  |
| 37 | In real world KMP algorithm is used in those applications where pattern matching is done in --_- <br> a) Short strings <br> b) Long Strings <br> c) One character |  |
| 33 | A trie is used to store strings <br> a) True <br> b) False |  |
| 34 | Knuth Morris Pratt (KMP) is an algorithm, which checks the characters from ------ <br> a) Right to Left <br> b) Left to Right <br> c) Top to Bottom <br> d) Bottom to Top <br> Therefore, the height of a trie is <br> a) At most number of digits + 1 <br> b) At most number of digits + 2n. <br> c) At most number of digits + 0. <br> d) Non of the above |  |
| 35 | Like other search-oriented data structures, a trie stores keys and associated values. Together, the key and <br> value are called an entry. The key is always a ---------- <br> a) Number <br> b) String <br> c) Special character <br> d) None of the above |  |


|  | d) None of the above |
| :---: | :---: |
| 38 | Which strategy is used in KMP string matching algorithm? <br> a) Transitive property <br> b) Regenerating property <br> c) Degenerating property <br> d) All of the above |
| 39 | A $\qquad$ is a tree where the edges, namely the lines connections the nodes, are labeled with the letters of our suffixes. <br> a) Suffix trie <br> b) Standard trie <br> c) Compressed Trie <br> d) None of the above |
| 40 | How many nodes does the suffix trie have? <br> a) No Limit <br> b) At most $2 n+1$ nodes <br> c) At most $2 n-1$ nodes <br> d) b) At most $2 \mathrm{n}+2$ nodes |
| 41 | Which algorithm is best for pattern matching? <br> a) The Boyer-Moore-Horspool algorithm <br> b) Brute Force Algorithm <br> c) KMP algorithm <br> d) None of the above |
| 42 | which one is not a pattern matching algorithm. <br> a) Naïve string-search algorithm <br> b) Rabin-Karp algorithm <br> c) Knuth-Morris-Pratt algorithm <br> d) z Algorithm |
| 43 | $\qquad$ is a tree like data structured used to store collection of Strings <br> a) Stack <br> b) Queue <br> c) Array <br> d) Trie |
| 44 | $\qquad$ the first linear time complexity algorithm for string matching. <br> a) KMP Algorithm <br> b) Z Algorithm <br> c) Naïve String search algorithm <br> d) None of the Above. |
| 45 | KMP algorithm is used to find a "Pattern" in a "Text". This algorithm compares character by character from left to right. But whenever a mismatch occurs, it uses a preprocessed table called $\qquad$ <br> a) Postfix Table <br> b) Infix Table <br> c) Prefix Table <br> d) Hash table |
| 46 | The best case time complexity of the Boyer-Moore Algorithm is: <br> a)Theta(n) <br> b) Theta(n-m) <br> c) $\operatorname{Theta}((n-m+1) m)$ <br> 4. None of the above |
| 47 | A $\qquad$ Trie is an advanced version of the standard trie. Each nodes(except the leaf nodes) have atleast 2 children. |


|  | a) Standard trie <br> b) Compressed trie <br> c) Sufixtrie <br> d) All of the above |  |
| :--- | :--- | :--- |
| 48 | . What is a time complexity for finding all the maximal palindrome in a string? <br> a) $\Theta$ (n) <br> b) $\Theta$ (n!) <br> c) $\Theta$ (1) <br> d) O (log n!) | Finding the location of a given item in a collection of items is called ...... <br> A. Discovering <br> B. Finding <br> C. Searching <br> D. Mining |
| 50 | Very slow way of sorting is .......... <br> A. Insertion sort <br> B. Heap sort <br> C. Bubble sort <br> D. Quick sort |  |

