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 Student . #: _____ Section #: _____ Seat #: _____

Q1) Given the following definition of a **slist**, use the functions whose prototype appear in the public section (if needed) to answer questions **A-C** :

```
class slist
{
private:
    node * head; //pointer that points to the first node in a list
public:
    int delete_front(); //deletes the first node
    void delete_element(int el);
};
```

A. Write a proper destructor for the above class.

```
slist::~~slist()    →1 Mark
{
    while(head!= NULL) →1 Mark
        delete_front();    →1 Mark
}
```

B. Add a definition of function `delete_tail` to a class `slist` that will delete the last node from the above defined linked list and return the value of the deleted node.

```
int slist::delete_tail()    →1 Mark
{
    int el;
    if (head->next == NULL)    →1 Mark
    {
        el = head ->info;
        delete head;    →1 Mark
        head = NULL;
    }
    else
    {
        node * tmp=head;    →1 Mark
        while(tmp->next->next != NULL)    →1 Mark
            tmp=tmp->next;
        el = tmp->next->info;
        delete tmp->next;    →1 Mark
        tmp->next=NULL;
    }
    return el;
}
```

C. Write a definition of a function delete_odds that will delete all nodes that contain odd integers.

```
void slist::delete_odds()
{
    node *tmp1=head,*tmp2=head->next;    →1 Mark
    while (tmp1!=NULL)    →1 Mark
    {
        if ((tmp1->info % 2) != 0)    →1 Mark
        {
            cout<<"deleting "<<tmp1->info;
            delete_element(tmp1->info);    →1 Mark
        }
        if(tmp2!= NULL)
        {
            tmp1=tmp2;    →1 Mark
            tmp2=tmp2->next;
        }
        else
            tmp1=tmp2;
    }
}
```

Q2) Given the following definition of a dlist, use the functions whose prototype appear in the public section (if needed) to answer questions A,B :

```
template <class T>
class dlist
{
private:
    node<T> * current; // pointer that points to any node in a list
public:
    void add_first(T el); // adds element at begin
    void add_last (T el); // adds element at end
    void add_at_position(int pos,T el); //adds element at position
};
```

A. Add a definition of a function print_back to class dlist that will print all elements of a list backwards.

```
Template <class T>    →1 Mark
Void dlist<T>::print_back( )
{
While(current->next!=NULL) →1 Mark
current=current->next;

While(current!=NULL) →1 Mark
{
Cout<< current->info;    →1 Mark
current=current->prev;    →1 Mark
}
}
```

B. Add a definition of a function add_sorted to a dllist that will add an element in a correct position into a linked list that contains elements sorted increasingly.

Template <class T>

```
Void dllist<T>::add_sorted(T el)
```

```
{  
for ( ;current->prev!=NULL ;current=current->prev); →1 Mark  
int p=0; →1 Mark  
while(current!=NULL && current->info<el) →2 Mark  
{  
current=current->next;  
p++; →1 Mark  
}  
Add_at_position(p,el); →1 Mark  
}
```

Q3) Count number of assignments in the following code, then find its complexity.

```
for(j=1 ; i<=s ; j+=2)  
    for(k=j-1 ; k<=j+1 ; k++)  
        sum+=a[k]
```

number of assignments is:

```
=1 +  $\overbrace{s/2 + s/2} + \overbrace{2 * s/2} * \overbrace{3}$  →3 Mark  
=1+s+3s  
=1+4s  
→O(s)
```

Q4) Find complexity of the following code.

```
for( k=0 , i=1 ; i<=C ; i*=2)  
    k++;  
for ( k=1; k<=C ; k++)  
    r++;
```

```
=2+2*logC+1+2C  
=3+2C+2*logC  
→O(B) →2 Mark
```