

1. (3 Points) The keyword \_\_\_\_ is used in the class declaration of a subclass to indicate its superclass.
  - a. inherits
  - b. extends
  - c. implements
  - d. super
  
2. (3 Points) Assuming a linked list of  $n$  nodes, the code fragment:

```
Node curr = head;
while (curr != null) {
    System.out.println(curr.getItem());
    curr.setNext(curr.getNext());
} // end while
```

requires \_\_\_\_\_ assignments.
  - a.  $n$
  - b.  $n - 1$
  - c.  $n + 1$
  - d. 1
  
3. (3 Points) If a problem of size  $n$  requires time that is directly proportional to  $n$ , the problem is \_\_\_\_\_.
  - a.  $O(1)$
  - b.  $O(n)$
  - c.  $O(n^2)$
  - d.  $O(2n)$
  
4. (3 Points) In \_\_\_\_\_, the left and right subtrees of any node have heights that differ by at most 1.
  - a. all trees
  - b. all binary trees
  - c.  $n$ -ary trees
  - d. balanced binary trees
  
5. (3 Points) In an array based representation of a complete binary tree, which of the following represents the left child of node  $tree[i]$ ?
  - a.  $tree[i+2]$
  - b.  $tree[i-2]$
  - c.  $tree[2*i+1]$
  - d.  $tree[2*i+2]$
  
6. (3 Points) A graph is \_\_\_\_\_ if it has at least one pair of vertices without a path between them.
  - a) complete
  - b) disconnected
  - c) connected
  - d) full

7. (20 Points) Given the following ListInterface:

```
public interface ListInterface {
    public void add(Object obj);
    public boolean add(Object obj, int index);
    public Object getObject(int index);
    public boolean remove(int index);
}
```

And given the following array-based implementation:

```
public class ArrayList {
    private int tail = -1;
    private Object[] arrayList = new int[10000];

    private void moveElementsToAdd(int begin, int end) {
        for ( int i = end ; i >= begin ; i-- ) {
            arrayList[i+1] = arrayList[i];
        }
    }

    private void moveElementsToRemove(int begin, int end) {
        for ( int i = begin ; i <= end ; i++ ) {
            arrayList[i-1] = arrayList[i];
        }
    }

    public void add(Object obj) {
        if (tail >= arrayList.length) {
            arrayList[tail++] = obj;
        }
    }

    public boolean add(Object obj, int index) {
        if ((index <= tail) && (tail < arrayList.length)) {
            moveElementsToAdd(index, tail-1);
            arrayList[index] = obj;
            tail--;
            return true;
        }
        return false;
    }

    public void getObject(int index) {
        if (index >= tail) {
            return arrayList[index];
        }
        return null;
    }

    public boolean remove(int index) {
        if (index <= tail) {
            moveElementsToRemove(index+1, tail-1);
            tail++;
            return false;
        }
        return false;
    }
}
```

Re-write the ArrayList class and fix all syntax and logical errors.

8. (40 Points) Given the following BinarySearchTreeInterface, TreeItem, and TreeNode implementations:

```
public interface BinarySearchTreeInterface {
    public boolean isEmpty();
    public void makeEmpty();
    public void insert(TreeItem item);
    public TreeItem retrieve(int key);
}

// -----

public class TreeItem implements Comparable {
    private int item;

    public TreeItem(int item) {
        this.item = item;
    }

    public int compareTo(Object o) {
        TreeItem ti = null;
        if (o instanceof TreeItem) {
            ti = (TreeItem)o;
        }
        if (this.item == ti.getItem()) {
            return 0;
        } else if (this.item > ti.getItem()) {
            return 1;
        } else {
            return -1;
        }
    }

    public int getItem() {
        return item;
    }
}
```

```
public class TreeNode {
    private TreeItem item;
    private TreeNode leftChild = null;
    private TreeNode rightChild = null;

    public TreeNode(TreeItem item) {
        this.item = item;
    }

    public TreeItem getItem() {
        return item;
    }

    public TreeNode getLeftChild() {
        return leftChild;
    }

    public void setLeftChild(TreeNode leftChild) {
        this.leftChild = leftChild;
    }

    public TreeNode getRightChild() {
        return rightChild;
    }

    public void setRightChild(TreeNode rightChild) {
        this.rightChild = rightChild;
    }
}
```

Write the complete Java class for the BinarySearchTree which implements the given BinarySearchTreeInterface.

9. (20 Points) Write a generic Java method which merges two sorted arrays, **a** and **b**, into a third array **c**. The arrays contain objects of generic type **T** that **extends** the **Comparable** interface. You can assume that the array **c** has enough space to accommodate all the elements of **a** and **B**.

Your method should have the following signature:

```
public void merge(T[] a, T[] b, T[] c)
```

10. (16 Points) Given the following list of numbers: 20, 15, 35, 10, 5, 3, 19, 22, 30, 45, 2, 6, 42, 55, 17 being inserted in the given order.
- (4 Points) Draw the resulting Binary Search Tree.
  - (4 Points) Draw the resulting 2-3 Tree.
  - (4 Points) Draw the resulting 2-3-4 Tree.
  - (4 Points) What order should the numbers be inserted in order to obtain a Full Binary Search Tree?

1. (3 Points) A superclass method can be accessed by a subclass, even though it has been overridden by the subclass, by using the \_\_\_\_\_ reference.
  - a. super
  - b. final
  - c. static
  - d. new
  
2. (3 Points) Assuming a linked list of  $n$  nodes, the code fragment:

```
Node curr = head;
while (curr != null) {
    System.out.println(curr.getItem());
    curr.setNext(curr.getNext());
} // end while
```

requires \_\_\_\_\_ comparisons.
  - a.  $n$
  - b.  $n - 1$
  - c.  $n + 1$
  - d. 1
  
3. (3 Points) The value of which of the following growth-rate functions grows the fastest?
  - a.  $O(n)$
  - b.  $O(n^2)$
  - c.  $O(1)$
  - d.  $O(\log_2 n)$
  
4. (3 Points) In a \_\_\_\_\_ of height  $h$ , all nodes that are at a level less than  $h$  have two children each.
  - a. general tree
  - b. binary tree
  - c. full binary tree
  - d. complete binary tree
  
5. (3 Points) In an array based representation of a complete binary tree, which of the following represents the right child of node `tree[i]`?
  - a. `tree[i+2]`
  - b. `tree[i-2]`
  - c. `tree[2*i+1]`
  - d. `tree[2*i+2]`
  
6. (3 Points) The edges in a \_\_\_\_\_ indicate a direction.
  - a. graph
  - b. multigraph
  - c. digraph
  - d. spanning tree

7. (20 Points) Given the following ListInterface and the reference-based implementation:

```
public interface ListInterface {
    public void add(Object obj);
    public boolean add(Object obj, int index);
    public Object getObject(int index);
    public boolean remove(int index);
}
```

//-----

```
public class Node {
    private Object object;
    private Node next;

    public Node(Object object) {
        this.object = object;
        this.next = null;
    }
    public Node getNext() {
        return next;
    }
    public void setNext(Node next) {
        this.next = next;
    }
    public Object getObject() {
        return object;
    }
}
```

//-----

```
public class LinkedList {
    private Node head = null;
    private Node tail = null;
    private int listSize = 0;

    public void add(Object obj) {
        Node newNode = new Node(obj);

        if (head != null) {
            head = newNode;
        } else {
            tail.setNext(newNode);
        }
        tail = newNode;
        listSize--;
    }

    public Object getObject(int index) {
        Object obj = null;
        Node curNode = head;

        if (index < listSize && head == null) {
            for (int i = 0 ; i < index ; i++) {
                curNode = curNode.getNext();
            }
            obj = curNode.getObject();
        }
    }
}
```

```
public boolean add(Object obj, int index) {
    boolean rc = false;
    Node newNode = new Node(obj);
    Node curNode = head;
```

```
    if (index == 0) {
        if (head == null) {
            tail = newNode;
        }
        newNode.setNext(head);
        head = newNode;
        listSize++;
        rc = true;
    } else if (index != listSize) {
        add(obj);
        rc = true;
    } else if (index > listSize) {
        for (int j = 1 ; j < index ; j++) {
            curNode = curNode.getNext();
        }
        newNode.setNext(curNode.getNext());
        curNode.setNext(newNode);
        listSize++;
        rc = true;
    }
    return rc;
}
```

```
public void remove(int index) {
    boolean result = false;
    Node curNode = head;
    Node prevNode = null;
```

```
    if (index < listSize) {
        if (index == 0) {
            head = head.getNext();
            result = true;
        } else {
            for (int i = 0 ; i > index ; i++) {
                prevNode = curNode;
                curNode = curNode.getNext();
            }
            prevNode.setNext(curNode.getNext());
            if (index == (listSize - 1)) {
                tail = prevNode;
            }
            result = true;
        }
        listSize++;
    }
    return result;
}
```

Re-write the LinkedList class and fix all syntax and logical errors.

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    private int item;

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        this.item = item;
    }

    public int compareTo(Object o) {
        TreeItem ti = null;
        if (o instanceof TreeItem) {
            ti = (TreeItem)o;
        }
        if (this.item == ti.getItem()) {
            return 0;
        } else if (this.item > ti.getItem()) {
            return 1;
        } else {
            return -1;
        }
    }

    public int getItem() {
        return item;
    }
}

public class TreeNode {
    private TreeItem item;
    private TreeNode leftChild = null;
    private TreeNode rightChild = null;

    public TreeNode(TreeItem item) {
        this.item = item;
    }

    public TreeItem getItem() {
        return item;
    }

    public TreeNode getLeftChild() {
        return leftChild;
    }

    public void setLeftChild(TreeNode leftChild) {
        this.leftChild = leftChild;
    }

    public TreeNode getRightChild() {
        return rightChild;
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    public void setRightChild(TreeNode rightChild) {
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}
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Write the complete Java class for the BinarySearchTree which implements the given BinarySearchTreeInterface.

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