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**OICS-001** 

P.T.O.

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## DIPLOMA-VIEP-COMPUTER SCIENCE ENGINEERING - II

## Term-End Examination June, 2011

OICS-001: DATA STRUCTURES AND FILES

Maximum Marks: 70 Time: 2 hours Question No. 1 is compulsory. Attempt any four Note: questions from the remaining. All questions carry equal marks. What is the efficiency of Quick Sort? 1. (a) 2 0 (n log n) (ii)  $0 \text{ (n}^2 \log n)$ (i) 0 (n  $\log n^2$ ) (iv) 0 (n  $\log n^3$ ) (iii) (b) Name the function that transforms a key 2 into a Table Index. (i) Recursive Function (ii) a to f Function (iii) Hash Function (iv) Conversion Function An AVL tree is a balanced tree. 2 (c) (i) **False** True (ii)

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	(a)	Selection Sort is better than bubble Sort.
		(i) True (ii) False
	(e)	The type of graph in which a number is
		associated with each arc
		(i) Cyclic graph
		(ii) Acyclic graph
		(iii) Incident graph
		(iv) Weighted graph
	(f)	Pointers are used to hold an array address
		only.
		(i) True (ii) False
	(g)	Pointers are used to signal the end of linked
		list.
		(i) Insertion Pointer
		(ii) Null Pointer
		(iii) Information Pointer
		(iv) Address Pointer
2.	(a)	Write and explain Quick Sort Algorithm 10
		using Recursion.
	(b)	Explain Break and continue statement used
		in 'C' with examples.
3.	(a)	Write the conversion function i to a which
		converts a number to a character string.
	(b)	Explain Hashing. How we can resolve Hash 2+5 clashes by open addressing.

4. (a) Explain the Algorithm which helps in 10 evaluating the postfix expression with suitable examples. Explain the concept of Multidimensional (b) 4 Arrays with examples. List the main advantage list implementation 5. (a) 10 of stacks. Explain Push and Pop operation associated with stacks using algorithms. Explain the concept of Priority Queue. (b) 4 6. (a) Write an algorithm to traverse a graph using 8 Breadth - First traversal beginning at node. Explain the efficiency of Depth First (b) 6 Traversal. Write and explain in detail the algorithm 7. (a) 10 for Minimum spanning tree i.e. Prim's Algorithm. (b) Write an algorithm to count number of 4 nodes in Binary tree. Write short note on (any four): 8.  $3\frac{1}{2}x4$ (a) Circular Linked List. Structures in 'C' (b) (c) Linked List (d) **Bubble Sort** Sequential Searching (e) (f) Shortest Path