# 01997

## MCA (Revised)

### **Term-End Examination**

# December, 2010

### MCS-021: DATA AND FILE STRUCTURES

Time: 3 hours

Maximum Marks: 100

(Weightage 75%)

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**Note:** Question number 1 is Compulsory. Attempt any three questions from the rest. All algorithms should be written nearer to C language.

- (a) Write a program which combines the Quick sort and Merge Sort algorithms in the following way:
  - (i) Use quick sort to obtain two sorted lists of length "m" and "n".
  - (ii) Then use Merge Sort to complete the sorting of "N" numbers, where  $(1 \le m \le N) (1 \le n \le N)$
  - (b) Write a function to sort a matrix row-wise. 10 Also, calculate the complexity at this code using Big "O" notation.
  - (c) Mention and explain the situations which require "Double Rotation " in an AVL tree while inserting elements in an AVL tree. Also, write a function to implement it.

- 2. (a) A bidirectional list is a list of elements that 15 are linked in both ways. Both links are originating from a header. Write a program with functions for searching, inserting and deleting elements from a bidirectional list.
  - (b) How is a circular queue better than a linear queue? Explain with an example.

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- 3. (a) Write an algorithm for Heap sort. Write step
  by step working of the algorithm for the
  following set by data
  23, 16, 19, 3, 53, 9, 17, 1, 89
  - (b) Write a program to implement a function named "Replace". It is used in the form Replace (String 1, String 2, String 3) to replace the first occurrence of string 2 in string 1 by string 3.
- 4. (a) Sort the following numbers using Bubble sort. 10 14, 8, 23, 6, 55, 70, 13. Write all the steps involved in sorting.
  - (b) What is a splay tree? Write the steps 10 involved in a top-down splaying procedure.
- 5. (a) Define and give an example of minimum 10 cost spanning tree. Write at least two differences between Kruskal's and Prim's algorithms.

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(b) Write Floyd-Warshall's algorithm for computing "All pairs shortest path" problem. Show how does this algorithm work for the following graph.

