

1. (a) Worst-case time for  $n = k+1-h$ :  $O(n^2)$ ;

Average-case time:  $O(n \log n)$

```
(b) public static void quicksort(int[] b, int h, int k) {
    if (h+1 - k < 10)
        { insertionsort(b, h, k); return; }
    medianOf3(b, h, k); // It is ok to leave this out
    int j= partition(b, h, k);
    // { b[h..j-1] <= b[j] <= b[j+1..k] }
    if (j - h <= k - j) {
        quicksort(b, h, j-1);
        quicksort(b, j+1, k);
    }
    else {
        quicksort(b, j+1, k);
        quicksort(b, h, j-1);
    }
}
```

Sorting the larger partition using a tail-recursive call reduces space to  $O(\log n)$  if the language implements tail recursion nicely.

2. To save space, we omit the method specs

```
public DList(){
    sentinel= new DNode(null, null, null);
    sentinel.next= sentinel;
    sentinel.prev= sentinel;
    current= sentinel;
}

public void insert(Object i){
    DNode temp= new
        DNode(current, i, current.next);
    current.next.prev= temp;
    current.next= temp;
    current= temp;
}

public void remove(){
    if (current == sentinel)
        throw new NoSuchElementException();
    current.next.prev= current.prev;
    current.prev.next= current.next;
    if (current.prev != sentinel)
        current= current.prev;
    else current= current.next;
}

private class DNode {
    public Object value; // Value in the node
    public DNode next; // next node
    public DNode prev; // previous node
    /** Constructor: a node with value v,
        successor n, and predecessor p */
    public DNode(DNode p, Object v, DNode n) {
        value= v; next= n; prev= p;
    }
}
```

```
3. public static LNode inorder (TNode root,
                                LNode head) {

    if (root.left != null) {
        head= inorder(root.left, head);
    }
    head.next= new LNode();
    head= head.next;
    head.item= root.data;
    if (root.right != null) {
        head= inorder(root.right, head);
    }
    return head;
}
```

4a. Function  $f(n)$  is  $O(n)$  iff there are positive constants  $c$  and  $n_0$  such that  $f(n) \leq c*n$  for  $n \geq n_0$ .

or

$f(n)$  is  $O(n)$  iff there is a positive constant  $c$  such that  $f(n) \leq c*n$  for all but a finite number of positive  $n$ .

4b. The method of question 3 is  $O(n)$  for a tree with  $n$  nodes. Each recursive call processes 1 node of the tree, and all the operations in the method body (except the recursive calls themselves) take constant time  $k$  (say). Since  $n$  calls are made in total, the time is  $k*n$  for some positive constant  $k$ .

4c. A heap is a binary tree that satisfies:

- (1)  $T$  is complete, i.e. with the nodes numbered in breadth-first order, if node  $n$  exists, so do nodes  $0..n-1$ .
- (2) The value of each node  $n$  of  $T$  is at least the values of its children.

Note: we have specified a max-heap; in a min-heap, the value of each node would be at most the value of its children.

5a. Suppose we are looking for object  $ob$  in a hashtable  $h$  of size  $s$ . If object  $ob$  hashes to  $x$  then **linear probing** says to probe cells with index  $x, (x+1) \% s, (x+2) \% s, (x+3) \% s, \dots$  until  $ob$  or an empty cell is found.

5b. (Without having to draw the diagram)  
 after a: {null, (1,T), (8,T), null, (11,T), null, (13,T)}  
 after b: {null, (1,T), (8,F), null, (11,T), null, (13,T)}  
 after c: {null, (1,T), (15,T), null, (11,T), null, (13,T)}  
 or {null, (1,T), (8,F), (15,T), (11,T), null, (13,T)}