

CMPT 125: Practice Midterm

Linked Lists

Suppose you have a singly-linked list whose nodes are defined like this:

```
struct Node {
    int val;
    Node* next;
};
```

There's a global variable `H` of type `Node*` that should always point to the first node of the list. If the list is empty, then `H == nullptr`. The `next` pointer of the last node on the list has the value `nullptr`.

The following questions ask you to write functions that process this singly-linked list. After each function is finished, `H` should either be `nullptr` (if the list is empty), or pointing to the first node of the list. You can write helper functions if necessary, but **don't** use any other data structures, such as arrays or vectors, in your answer.

a) Write two versions of a function called `pop_tail()` that deletes the last node on the list and returns its value. If the list is empty, use `cmpt::error` to cause an error. The first version of `pop_tail()` should use a loop, and the second version should use recursion.

b) Write a function called `get(n)` that returns the value of the n th node. The index of the first node is 0, so `get(0)` returns the value of the first node, `get(1)` returns the value of the second node, and so on.

If $n < 0$, or $n \geq$ (the number of nodes on the list), then cause an error with `cmpt::error`.

O-notation

- a) Give the mathematical definition of " $f(n)$ is $O(g(n))$ ".
- b) Using the definition of O-notation, prove that n^2 is $O(2^n)$.
- c) Prove or disprove: 500 is $O(1)$.
- d) Suppose algorithm A does $O(n^2)$ primitive operations when run on an input of size n . Experiments show that for $n = 1000$, it takes about 2 seconds to run. About how many seconds would you expect to wait for A to process an input of size $n = 10,000$?
- e) Suppose $f(n)$ is $O(g(n))$. Is it also possible that $g(n)$ is $O(f(n))$? If so, give examples of functions for f and g that make it true. If not, explain why it's impossible.

ADTs

- a) Define **abstract data type (ADT)**.
- b) Write an abstract data type `Queue` for a queue using C++. Include at least 5 basic functions, and use precise English to write the specifications.
- c) Show how you can simulate a stack using only one queue. You only need to show how to implement push and pop in no worse than $O(n)$ time. Don't use any other arrays, lists, stacks, etc. in your answer.