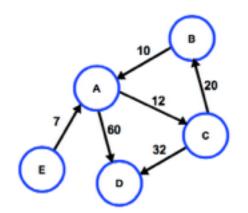
## Answer the following - 20 marks total, 2 marks each

- 1. An example of a Stack application is .....
- 2. An example of a Queue application is .....
- 3. Use a ..... to use space more efficiently in a queue
- 4. Trees are ..... data structures
- 5. A sequence of nodes and edges connecting a node with another node in a graph is called .....
- 6. Depth-first search uses a ..... data structure to implement recursion
- 7. Breadth-first search uses a ...... data structure to correctly remember visited nodes.
- 8. A binary tree in which the key value of the parent is always higher than that of its children with the root holding the maximum value is called a .....
- 9. A sorting technique that breaks down an array into single elements and puts them back in order is called .....
- 10. A sorting technique that is akin to sorting a deck of playing cards is called

## Answer the following - 20 marks

- 1. Define the following data structures in C and illustrate each using diagrams. In each case label relevant nodes using standard convention. **5 marks each** 
  - a. Doubly linked list with integer data 10 50 in each node
  - b. Stack with the following values 2, 7, 8, 3, 0, 9
  - c. Circular queue with the following values 4, 2, 0, 5, 8, 1, 9, 3, 7, 6
  - d. A max heap 34, 7, 20, 56, 78, 102, 15, 9, 27, 390
  - e. A directed graph with vertices a, b, c, d, e and edges { (a,b), (a,e), (b,c), (b,e), (c,d), (c,e)}
- Given the following graph, answer the following and illustrate any algorithms using the appropriate data structure for each method. Illustrate each step neatly and show the trace. - 30 marks
  - I. Show the adjacency matrix and adjacent list for the graph 5 marks
  - II. Depth-First-Traversal 10 marks
  - III. Write a recursive function in C that takes an integer that is the key value for the node to be searched, searches a tree using DFS and returns a pointer to the node. - 5 marks
  - IV. Breath-First-Traversal 10 marks



- 3. Do the following. 25 marks
  - a. Write the pseudocode for the Infix to postfix conversion algorithm 10 marks
  - b. Convert x-y\*(5+3^2\*3)^2+(x\*z)-10 to postfix. Show the output string and stack values at each step. 10 marks
  - c. Write the stack trace for the postfix evaluation of the same expression and evaluate the expression for values of x=10, y=2, z=4 5 marks