

Section A

[12 Marks – 1 mark each]

Select the BEST answer for each of the following:

A.1.  $H(k) = (h(k) + i * i) \% m$

- a. Chaining
- b. Linear Probing

- c. Double hash
- d. Quadratic probing

A.2. An application for heaps is

- a. Reheapification upwards
- b. Reheapification downwards

- c. Expression tree
- d. Priority queue

A.3. In a full binary tree nodes are added

- a. One level at a time
- b. At the root

- c. At the first insertion
- d. One node at a time

A.4. A heap is a

- a. FIFO data structure
- b. FILO data structure

- c. A complete BST
- d. A complete binary tree

- A.7. When implementing a priority queue using heap, the highest priority could be found at the
- a. Leaf node
  - b. Last node
  - c. Root node
  - d. A node which is a child of all nodes.

- A.8. In hashing, chaining is one the .....techniques
- a. Hash function making
  - b. Collision resolution
  - c. Storage
  - d. Collision.

- A.9. In a full binary tree of height  $h$ , the number of nodes is
- a.  $2^h - 1$
  - b.  $h^2 - 1$
  - c.  $2^h + 1$
  - d.  $h^2 + 1$ .

- A.10. The main drawback of quadratic probing is
- a. Collision resolution
  - b. Collision
  - c. Primary clustering
  - d. Secondary clustering

- A.11. The time complexity of searching in a balanced Binary Search Tree (BST) is
- a.  $O(n)$
  - b.  $O(\log n)$
  - c.  $O(n^2)$
  - d.  $O(n \log n)$

- A.12. In the ideal situation, accessing data in a hash table is
- a.  $O(n^2)$
  - b.  $O(1)$
  - c.  $O(\log n)$
  - d.  $O(n \log n)$

- A.7. When implementing a priority queue using heap, the highest priority could be found at the
- a. Leaf node
  - b. Last node
  - c. Root node
  - d. A node which is a child of all nodes.

- A.8. In hashing, chaining is one the .....techniques
- a. Hash function making
  - b. Collision resolution
  - c. Storage
  - d. Collision.

- A.9. In a full binary tree of height  $h$ , the number of nodes is
- a.  $2^h - 1$
  - b.  $h^2 - 1$
  - c.  $2^h + 1$
  - d.  $h^2 + 1$ .

- A.10. The main drawback of quadratic probing is
- a. Collision resolution
  - b. Collision
  - c. Primary clustering
  - d. Secondary clustering

- A.11. The time complexity of searching in a balanced Binary Search Tree (BST) is
- a.  $O(n)$
  - b.  $O(\log n)$
  - c.  $O(n^2)$
  - d.  $O(n \log n)$

- A.12. In the ideal situation, accessing data in a hash table is
- a.  $O(n^2)$
  - b.  $O(1)$
  - c.  $O(\log n)$
  - d.  $O(n \log n)$