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Question Paper Code: 42372

B.E./B.Tech. DEGREE EXAMINATION, APRIL/MAY 2018

Third Semester

Computer Science and Engineering

m CS~2201-DATA~STRUCTURES

(Regulations 2008)

(Common to PTCS 2201 – Data Structures for B.E. (Part-Time) Third Semester – CSE – Regulations 2009)

Time: Three Hours

Maximum: 100 Marks

Answer ALL questions

PART - A

 $(10\times2=20 \text{ Marks})$

- 1. What is an abstract data type?
- 2. Define an array. Give example.
- 3. What is binary tree?
- 4. Construct an expression tree for the arithmetic expression a + (b*c).
- 5. What is a B-tree?
- 6. Define a heap.
- 7. What is a hash function? Give example.
- 8. Define an equivalence relation.
- 9. What is an Euler circuit?
- 10. Define an undirected graph.

PART - B

 $(5\times16=80 \text{ Marks})$

11. a) i) What is a doubly linked list? Explain with a diagram.

- (4)
- ii) Explain with an example cursor implementation of a linked list.

(12)

(OR)

b) What is a stack ADT? Explain with an algorithm and relevant diagrams the operations that can be performed on a stack ADT. (16)



12. a) Explain with an algorithm and an example preorder, inorder and postord

- b) What is a binary search tree? Explain with an example the algorithm for inserting a node in a binary search tree and deleting a node from a binary search
- 13. a) What is an AVL tree? Explain with an example the algorithm for inserting a node in an AVL tree and deleting a node from an AVL tree.
 - b) What is a splay tree? Explain with an example the algorithm for inserting a
 - node in a splay tree and deleting a node from a splay tree.
 - 14. a) What is a hash table? What is collision? Explain with an example linear probing and quadratic probing open addressing techniques for collision resolution.
 - b) i) Explain with an example the dynamic equivalence problem.
 - ii) Outline with an example the smart union algorithm. 15. a) Explain with an example breadth-first search traversal and depth-first search (16)

b) What is a minimum spanning tree? Explain with an example Kruskal's algorithm for constructing a minimum spanning tree.