

BRAINWARE UNIVERSITY

Term End Examination 2020 - 21

Programme – Master of Computer Applications

Course Name – Algorithm Analysis Course Code - MCA302

Semester / Year - Semester III

т.	11 44 1	1	0.5	ъл.	4
Time a	пошес	1 .	X٦	- IVI 1	nures

Full Marks: 70

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

	Group-A	
	(Multiple Choice Type Question)	1 x 70=70
l. (Answer any Seven	ety)	
i)		
Complexity the recurrence re	elation $T(n) = 8T(n/2) n^2$	
a) O (n)	b)	
	$O(n^2)$	
c)	d)	
$O(log_2n)$	O (n ³)	
ii) Complexity of Tower of	Hanoi problem is	
a) O (n)	b) O (n2)	
c)	d) None of these	
O (2 ⁿ)		
iii) There aresteps to	o solve the problem	
a) Seven	b) Four	
c) Six	d) Two	
iv) The complexity of search algorithm is	ching an element from a set of n elements v	ısing

	a) $O(n \log n)$	b) O(log n)
	c)	d) O(n)
	$O(n^2)$	
	Which case of Master's theorem is applicable $(n)=0.5*T(n/2)+1/n$?	le in the recurrence relation
	a) Case 3	b) Case 1
	c) Master's theorem is not applicable	d) Case 2
V	i) The worst-case time complexity of Bubble	e Sort is
	a)	b) O(log n)
	$O(n^2)$	
	c) O(n)	d) O(n logn)
V	ii) How many cases are there under Master's	theorem?
	a) 2	b) 3
	c) 4	d) 5
V	iii) What is the objective of tower of Hanoi p	uzzle?
	a) To move all disks to some other rod by following rules	b) To divide the disks equally among the three rods by following rules
	c) To move all disks to some other rod in random order	d) To divide the disks equally among three rods in random order
	x) Minimum number of moves required to so the n disks is	lve a tower of Hanoi problem
	a)	b)
	2^{n}	2 ⁿ -1
	c)	d)

(xv) Which of the following algorithm design techniques is used in the quick

sort algorithm?

c) Divide and conquer	d) greedy method
(xvi) Which of the following approaches is ado algorithms?	pted in Divide and Conquer
a) Top-down	b) Bottom-up
c) Both Top-down & Bottom-up	d) none of these
(xvii) Which of the following design technique algorithm?	es is used in the heap-sort
a) Dynamic programming	b) Backtracking
c) greedy method	d) Divide and conquer
(xviii) Divide and conquer strategy is used in valgorithms?	which of the following
a) Merge sort and Selection sort	b)
	Quick sort and Computation of x ⁿ
c) Both Merge sort and Selection sort & Quick sort and Computation of xn	d) none of these
(xix) The worst-case time complexity of Quick	s Sort is
a)	b) O(log n)
$O(n^2)$	
c) O(n)	d) O(n logn)
(xx) Recursive solution of tower of Hanoi prob the following algorithm?	lem is an example of which of
a) Dynamic programming	b) Backtracking
c) Greedy algorithm	d) Divide and conquer

b) Backtracking

a) Dynamic Programming

- (xxi) The tight bound for building a max heap is
 - a) O (n)

b)

 $O(\log_2 n)$

c)

d) None of these

 $O(n log_2 n)$

(xxii) Which one of the following sorting algorithms is best suited to sort an array of 1 million elements?

a) Bubble sort

b) Insertion sort

c) Merge sort

d) Quick sort

(xxiii) Quick sort is a space-optimized version of

a) Bubble sort

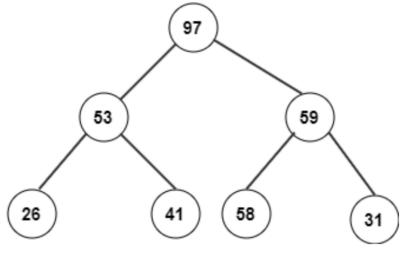
b) Selection sort

c) Insertion sort

d) Binary tree sort

(xxiv)

Consider the following heap after build heap phase. What will be its corresponding array?



a) 26,53,41,97,58,59,31

b) 26,31,41,53,58,59,97

c) 26,41,53,97,31,58,59

d) 97,53,59,26,41,58,31

(xxv) What is the depth of any tree if the union operation is performed by height?

a) O(N)

b) O(log N)

c) O(N log N)

d) O(M log N)

(xxvi) Disjoint set data structure applicable to find

a) Minimum spanning tree

b) Minimum shortest path

c) Maximum spanning tree

d) Maximum path

(xxvii) Select the algorithm which is not followed Dynamic Programing

a) 0/1 Knapsack Problem

- b) Matrix Chain Multiplication
- c) All Pair Shortest Path Floyd Warshall Algorithm
- d) Job sequencing with deadline

(xxviii) What is the time complexity of Kruskal's algorithm?

a) O(log V)

b) O(E log V)

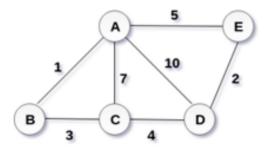
c)

d) O(V log E)

 $O(E^2)$

(xxix)

Consider the given graph.



What is the weight of the minimum spanning tree using the Prim's algorithm, starting from vertex a?		
a) 23	b) 28	
c) 27	d) 10	
(xxx) In Depth First Search, how many times a	node is visited?	
a) Once	b) Twice	
c) Equivalent to number of in degree of the node	d) None of the mentioned	
(xxxi) The main time taking step in fractional k	napsack problem is	
a) Breaking items into fraction	b) Adding items into knapsack	
c) Sorting	d) Looping through sorted items	
(xxxii) Consider a complete graph G with 4 ver spanning trees.	tices. The graph G has	
a) 15	b) 8	
c) 16	d) none of these	
(xxxiii) Given items as {value,weight} pairs {{ capacity of knapsack = 20. Find the maximum be divisible.		
a) 60	b) 80	
c) 100	d) 40	
(xxxiv) Worst case is the worst case time compadjacency matrix is used?	plexity of Prim's algorithm if	
a) O(log V)	b)	
	$O(V^2)$	
c)	d) O(V log E)	

(xxxv) Consider the following 6 activities. Acti $\{1, 3, 0, 5, 8, 5\}$; finish[] = $\{2, 4, 6, 7, 9, 9\}$; The can be executed by a single person is	
a) {1, 2, 3, 4}	b) {2, 1, 3, 4}
c) {1, 2, 4, 5}	d) None of these
(xxxvi) If a problem can be solved by combining overlapping problems, the strategy is called	
a) Dynamic programming	b) Greedy
c) Divide and conquer	d) Recursion
(xxxvii) Which of the following algorithms solv problem?	ves the All-pair shortest path
a) Dijkstra's	b) Floyd's Warshall's
c) Prim's	d) Kruskal's
(xxxviii) If a problem can be broken into subpretimes, the problem possesses pr	
a) Overlapping subproblems	b) Optimal substructure
c) Memoization	d) Greedy
(xxxix) What is the time complexity of the dynamic implementation of the Knapsack problem with of W?	
a) O(n)	b) $O(n + w)$
c) O(nW)	d) O(n2)
(xl) What approach is being followed in Floyd	Warshall Algorithm?
a) Greedy technique	b) Dynamic Programming
c) Linear Programming	d) Backtracking

of the matrix chain problem?	nic programming implementation
a) O(1)	b) O(n)
c)	d)
$O(n^2)$	$O(n^3)$
(xlii) If an optimal solution can be created for optimal solutions for its subproblems, the probproperty.	
a) Overlapping subproblems	b) Optimal substructure
c) Memorization	d) Greedy
(xliii) Consider the brute force implementation possible ways of multiplying the given set of recomplexity of this implementation?	
a) O(n!)	b)
	$O(n^3)$
c)	d) Exponential
$O(n^2)$	
(xliv) The Bellmann Ford algorithm returns	value.
a) Boolean	b) Integer
c) String	d) Double
(xlv) Bellmann ford algorithm provides solution	on for problems.
a) All pair shortest path	b) Sorting
c) Network flow	d) Single source shortest path
(xlvi) How many times the for loop in the Bell	lmann Ford Algorithm gets

executed?	
a) V times	b) V-1
c) E	d) E-1
(xlvii) What is the time complexity of Dijikstr	ra's algorithm?
a) O(N)	b)
	$O(N^3)$
c)	d) O(logN)
$O(N^2)$	
(xlviii) Dijkstra's Algorithm cannot be applied	l on
a) Directed and weighted graphs	b) Graphs having negative weight
c) Unweighted graphs	d) Undirected and unweighted graphs
(xlix) In what manner is a state-space tree for a constructed?	a backtracking algorithm
a) Depth-first search	b) Breadth-first search
c) Twice around the tree	d) Nearest neighbor first
(l) Backtracking algorithm is implemented by called as?	constructing a tree of choices
a) State-space tree	b) State-chart tree
c) Node tree	d) Backtracking tree
(li) Which of the problems cannot be solved by	y backtracking method?
a) n-queen problem	b) subset sum problem
c) Hamiltonian circuit problem	d) travelling salesman problem
(lii) Which of the following is not a backtrack	ing algorithm?
a) Knight tour problem	b) N queen problem

c) Tower of Hanoi	d) M coloring problem	
(liii) enumerates a list of promisir		
computed to give the possible solutions of a give	en problem.	
a) Exhaustive search	b) Brute force	
c) Backtracking	d) Divide and conquer	
(liv) The problem of placing n queens in a chess attack each other is called as?	sboard such that no two queens	
a) n-queen problem	b) eight queens puzzle	
c) four queens puzzle	d) 1-queen problem	
(lv) How many fundamental solutions are there	for the eight-queen puzzle?	
a) 92	b) 10	
c) 11	d) 12	
(lvi) In how many directions do queens attack each other?		
a) 1	b) 2	
c) 3	d) 4	
(lvii) Which of the following methods can be us	ed to solve n-queen's problem?	
a) greedy algorithm	b) divide and conquer	
c) iterative improvement	d) backtracking	
(lviii) Hamiltonian path problem is		
a) NP problem	b) N class problem	
c) P class problem	d) NP complete problem	
(lix) Which of the following is not a branch and branches?	bound strategy to generate	
a) LIFO branch and bound	b) FIFO branch and bound	

c) Lowest cost branch and bound	d) Highest cost branch and bound
(lx) Which data structure is most suitable for in and bound strategy?	nplementing the best first branch
a) stack	b) queue
c) priority queue	d) linked list
(lxi) Which of the following branch and bound search?	strategies leads to breadth first
a) LIFO branch and bound	b) FIFO branch and bound
c) Lowest cost branch and bound	d) Highest cost branch and bound
(lxii) Which of the following can traverse the st manner?	tate space tree only in DFS
a) branch and bound	b) dynamic programming
c) greedy algorithm	d) backtracking
(lxiii) Which data structure is used for impleme strategy?	enting a FIFO branch and bound
a) stack	b) queue
c) array	d) linked list
(lxiv) What is the worst case time complexity of searching (m = length of text, n = length of patt	
a) O(n)	b) O(n*m)
c) O(m)	d) O(log n)
(lxv) The worst-case efficiency of solving a pro-	oblem in polynomial time is?
a) $O(p(n))$	b) $O(p(n \log n))$
c) $O(p(n2))$	d) $O(p(m \log n))$

(lxvi) Problems that can be solved in polynomiaa) intractablec) decision	al time are known as? b) tractable d) complete	
(lxvii) The Euler's circuit problem can be solve	ed in-	
a) O(N)	b) O(N log N)	
c) O(log N)	d)	
	$O(N^2)$	
(lxviii) How many stages of procedure does a non-deterministic algorithm consist of?		
a) 1	b) 2	
c) 3	d) 4	
(lxix) To which of the following class does a CNF-satisfiability problem belong?		
a) NP class	b) P class	
c) NP complete	d) NP hard	
(lxx) Which of the following problems is not NP complete?		
a) Hamiltonian circuit	b) Bin packing	
c) Partition problem	d) Halting problem	