



BRAINWARE UNIVERSITY

Term End Examination 2018 - 19

Programme – Master of Science in Computer Science

Course name - Design & Analysis of Algorithm

Course Code - MCS201

(Semester – 2)

Time allotted: 3 Hours

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)

10 x 1 = 10

1. *Choose the correct alternative from the following*
 - (i) Which of the following problems is solved by using Branch and Bound Method?
 - a. Knapsack Problem
 - b. Hamiltonian Problem
 - c. Travelling Salesman Problem
 - d. 15 Puzzle Problem
 - (ii) Which of the following approaches is adopted in divide and Conquer Algorithm?
 - a. Top – Down
 - b. Bottom –Up
 - c. Both (a) and (b)
 - d. None of these
 - (iii) The technique of Pruning is used in
 - a. Branch and Bound
 - b. Backtracking
 - c. Divide and Conquer
 - d. Dynamic Programming

- (iv) Which one is true of the following?
- | | |
|---|--|
| a. All NP hard problems are NP Complete | b. Some NP complete problems are NP hard |
| c. All NP Complete problems are NP hard | d. None of the these |
- (v) The minimum number of color needed to color a graph having $n > 3$ vertices and 2 edges is
- | | |
|------|------|
| a. 2 | b. 3 |
| c. 4 | d. 1 |
- (vi) Kruskal's Algorithm is an example of
- | | |
|------------------------|----------------------|
| a. Dynamic Programming | b. Greedy Method |
| c. Both (a) and (b) | d. None of the these |
- (vii) The worst-case time complexity of Merge Sort is
- | | |
|-------------|------------------|
| a. $O(n^2)$ | b. $O(\log n)$ |
| c. $O(n)$ | d. $O(n \log n)$ |
- (viii) The recurrence relation capturing the optimal time of the Tower of Hanoi problem with n discs is
- | | |
|---------------------------|---------------------------|
| a. $T(n) = 2T(n - 2) + 2$ | b. $T(n) = 2T(n/2) + 1$ |
| c. $T(n) = 2T(n - 1) + n$ | d. $T(n) = 2T(n - 1) + 1$ |
- (ix) Travelling Salesman Problem is
- | | |
|----------------|----------------------|
| a. NP Hard | b. NP |
| c. NP Complete | d. None of the these |

- (x) The edge, removal of which makes a graph disconnected is called
- | | |
|-----------------------|--------------------|
| a. Pendent Vertex | b. Bridge |
| c. Articulation point | d. Coloured Vertex |

Group – B

(Short Answer Type Questions)

3 x 5 = 15

Answer any *three* from the following

2. What is the difference between dynamic programming and greedy approach? [5]
3. Write down all the cases of master theorem. [5]
4. Describe Floyd’s Algorithm for all pair shortest path problem. Find the time Complexity. [5]
5. Discuss briefly the criterion on which the measures of complexity depend. [5]
6. Find out the optimal solution for the fractional Knapsack problem with capacity 60 is given below: [5]

$$w = \{5, 10, 20, 30, 40\}$$

$$v = \{30, 20, 100, 90, 160\}$$

Group – C

(Long Answer Type Questions)

3 x 15 = 45

Answer any *five* from the following

7. (a) Define classes P, NP and NP complete. [6]
- (b) Write an algorithm of the n-queen problem and find the time complexity of the algorithm. [9]
8. Given the four matrices A(4 x 10), B(10 x 3), C(3 x 12), D(12 x 20), E(20 x 7). Find the optimal sequence for the computation of multiplication operation. [15]
9. (a) Describe the Prim’s Algorithm with an example. [5]
- (b) Given a Knapsack having maximum weight capacity W=3 and number of items available are three, such that S=3, $w_i = \{1, 2, 3\}$ and $v_i = \{2, 3, 4\}$. Fill the Knapsack using 0/1 method such that Knapsack should not exceed its maximum capacity and it should have maximum profit value. [10]
10. (a) Describe the Quick sort algorithm. [7]

- (b) Find out the time complexity of Quick Sort. [3]
- (c) Write an efficient algorithm to find the Kth largest value among n numbers. [5]
- 11. Write a short note of any three of the following. [3x5]
 - (a) KMP :String Matching Algorithm
 - (b) Strassen's matrix multiplication
 - (c) Travelling Salesman problem
 - (d) Heap Sort
 - (e) Union find Algorithm
