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**Fourth Semester B.E. Degree Examination**  
**Analysis and Designs of Algorithms**

TIME: 03 Hours

Max. Marks: 100

Note: Q1. Answer any FIVE full questions, choosing at least ONE question from each MODULE.

**Module -1**

		BL	Marks
Q.01	a. Define algorithm. Explain asymptotic notations Big Oh, Big Omega and Big Theta notations.	1.2	08
	b. Explain the general plan for analyzing the efficiency of a recursive algorithm. Suggest a recursive algorithm to find factorial of number. Derive its efficiency.	1.2	08
	c. If $t1(n) \in O(g1(n))$ and $t2(n) \in O(g2(n))$ , then show that $t1(n) + t2(n) \in O(\max\{g1(n), g2(n)\})$ .	1.2	04

OR

Q.02	a. With neat diagram explain different steps in designing and analyzing an algorithm	1.2	08
	b. Explain the general plan for analyzing the efficiency of a non-recursive algorithm. Suggest a non-recursive algorithm to find maximum element in the list of n numbers. Derive its efficiency	1.2	08
	c. With the algorithm derive the worst case efficiency for Bubble sort	1.2	04

**Module -2**

Q. 03	a. Explain the concept of divide and conquer. Design an algorithm for merge sort and derive its time complexity	1.2	10
	b. Design an insertion sort algorithm and obtain its time complexity. Apply insertion sort on these elements. 25,75,40,10,20,	1.3	10

OR

Q. 04	a. Explain Strassen's matrix multiplication and derive its time complexity	1.2	10
	b. Design an algorithm for quick sort algorithm. Apply quick sort on these elements. 25,75,40,10,20,05,15	1.3	10

**Module -3**

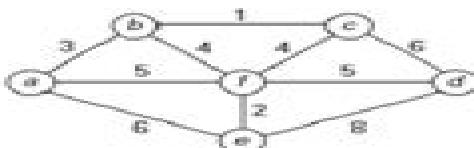
Q. 05	a. Define AVL Trees. Explain its four rotation types.	1.2	10
	b. Construct bottom up heap for the list 2,9,7,6,5,8. Obtain its time complexity	1.3	10

OR

Q. 06	a. Define heap. Explain the properties of heap along with its representation.	1.2	10
	b. Design Horspool's algorithm for string matching. Apply Horspool's algorithm to find the pattern BARBER in the text: JIM SAW ME IN A BARBERSHOP	1.3	10

**Module -4**

Q. 07	a. Construct minimum cost spanning tree using Kruskals algorithm for the following graph.	1.3	10
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b. What are Huffman Trees? Construct the Huffman tree for the following data.

Character	A	B	C	D	E	-
Probability	0.3	0.35	0.5	0.1	0.4	0.2

Encode DAD-CBE using Huffman Encoding.

# 3340901 Model Question Paper

**Albert A Gayle**

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