CS 62 Practice Final 2017-5-2

Please put your name on the back of the last page of the test.

Note: This practice test may be a bit shorter than the actual exam.

Part 1: Short Answer [32 points]

ar	t 1: Short Answer [52 points]
1.	[4 points] In an array-based representation of a tree, what's the formula for the index of the child of the node at index i? Are the left and right children of a node always adjacent to each other in the array, or not?
2.	[4 points] Explain the difference between weak and strong connectivity in a directed graph.
3.	[4 points] Explain the practical purpose of a sequential cutoff in code that uses the map-reduce paradigm (like the ParallelSum example we saw in class).
4.	[4 points] What's the difference between a callback and a normal function in terms of when they are called?

5. [4 points] **Explain the problem** with the following code, and suggest how to fix it:

```
public void printEven(Iterator<Integer> iter) {
   while (iter.hasNext()) {
    if (iter.next() % 2 == 0) {
       System.out.println(iter.next());
    }
   }
}
```

Hint: it isn't using the next function correctly.

6. [4 points] If a program takes 30 seconds to set up some parallelizable work and then another 30 seconds to do that work sequentially, **what is the maximum achievable speedup** for this program using parallelism according to Amdahl's law?

7. [4 points] **Explain what** the malloc function does in C. **Also explain** what its argument does.

8. [4 points] In a graph where the shortest path from A to B is 3 edges, while the shortest path from A to C is 7 edges, will breadth-first search starting at A explore B or C first, or does it depend on the structure of the graph? Justify your answer.

Problem 2: Linked Lists [12 points]

1. **Diagram** [4 points]

Draw a diagram of a doubly-linked list with both head and tail pointers that contains the elements 17, 23, and 31. **Use arrows to indicate** pointers, including the head and tail pointers, and the next and previous pointers of each node. **For null pointers**, draw an arrow pointing to the word "NULL."

2. **Operations** [4 points]

Assuming we wanted to insert the value 47 between the 23 and 31 in our list, write a list of which pointers would have to be changed. Include pointers that are part of the new node.

3. **Efficiency** [4 points]

If you use this doubly-linked list to implement a queue, what would the big-O run times of the push and pop methods be? Also, what would be the run time of an "insertSorted" method that inserted an item such that the whole list remained in sorted order?

Problem 3: Malloc and Free [12 points]

1. Malloc [6 points]

For the code fragment below, **how many different** heap regions does it allocate, and **how many bytes** does it allocate on the heap. Also, when the **setup** function is called, **how many bytes** are allocated on the stack for its local variable(s)? Assume the size of an int is 4 bytes, and the size of a pointer of any type is 8 bytes.

```
int** setup() {
   int** arrays = malloc(2 * sizeof(int*));
   arrays[0] = malloc(4 * sizeof(int));
   arrays[1] = malloc(4 * sizeof(int));
   return arrays;
}
```

2. Free [6 points]

Fill in the cleanup function below so that when given a pointer returned by the setup function from part 1, it will properly free all of the allocated memory.

```
void cleanup(int** arrays) {
```

}

Problem 4: Graphs [12 points]

1. Acyclic Non-Trees [4 points]

Draw a directed, acyclic graph with 5 nodes which is **not** a tree, but which has at least one spanning tree. Label your nodes with the letters A through E.

2. Spanning Trees [4 points]

How many spanning trees does the graph that you drew in part 1 have? List the root nodes of each spanning tree (list the same node multiple times if it's the root of multiple spanning trees).

3. Paths [4 points]

Is the graph you drew in part one strongly connected, weakly connected, both, or neither? Write down a sequence of nodes which is the longest (or a tied-forlongest) path in that graph.

Name:			