CO - SE - SEM - III (Data Staucture) 02/12/2014

QP Code :14605

		(3 Hours) [Total Marks :	80
N.B	(2	 Question no.1 is compulsory. Attempt any three questions out of the remaining five questions. Figures to the right indicate full marks. Make suitable assumptions wherever necessary with justification. 	
1.	(a) (b) (c)	What is recursion? Write a 'C' program to calculate sum of 'n' natural numbers using recursion. What is a Mutiway Search Tree. Explain with an example. Give ADT for the queue data structure. Discuss in brief any two applications of the queue data structure.	5 5
	(d)	Compare and contrast Quicksort and Radix sort on basis of their advantages and disadvantages.	5
2.	(a) (b) (c)	Write a 'C' program to implement a priority queue. What are different types of files? Explain various file handling operations in 'C'. Explain with examples different techniques to represent the graph data structure on a computer. Give 'C' language representations for the same.	8 7 5
3.	(a)	Consider the following list of numbers:— 67, 12, 89, 26, 38, 45, 22, 79, 53, 9, 61. Sort these numbers using Heap Sort.	10
	(b)	Write a 'C' program to implement a singly Linked List which supports the following operations: (i) Insert a node in the beginning (ii) Insert a node in the end (iii) Insert a node after a specific node (iv) Deleting a specific node (v) Displaying the list	10
4.	(a) (b)	Write a 'C' program to convert a polish notation to reverse polish notation. Consider the following list of numbers: 18, 25, 16, 36, 08, 29, 45, 12, 32, 19. Create a binary search tree using these numbers and display them in a nondecreasing order. Write a 'C' program for the same.	10 10
5.	(a) (b)	Discuss how memory allocation for a sparse matrix can be optimized using a linked list. Write a C-program for the same. Write a function for DFS traversal of graph. Explain its working with an example.	15 5
6.	(a)	Insert the following elements in AVL tree: 44, 17, 32, 78, 50, 88, 48, 62, 54. Explain the different rotations that will be used.	10
OAF	(b)		10