

**University of Kelaniya – Sri Lanka**  
**Centre for Distance & Continuing Education**  
**Bachelor of Science (General) External**  
**Second year First semester examination - 2024**  
**Faculty of Science**  
**COSC 26563 -Data Structures and Algorithms**

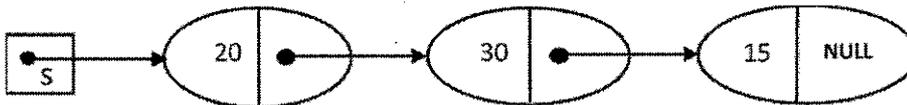
No. of Questions: **Four (04)**

No. of Pages: **Three (03)**

Time: **2 Hours and 30 Minutes**

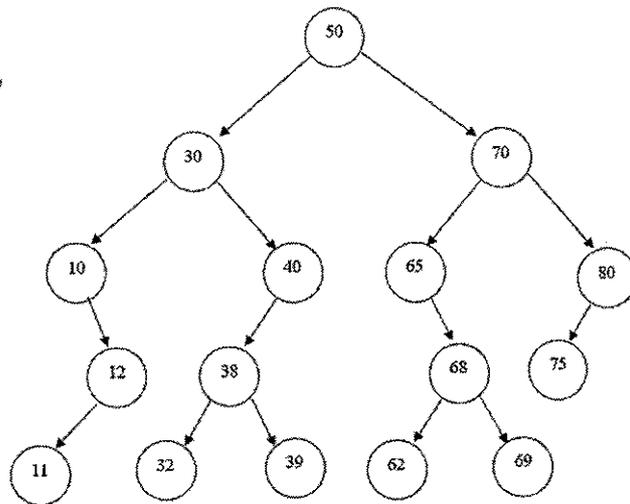
Answer **ALL** questions.

1. a) Explain the difference between *Linear and Non-Linear* data Structures. Give two (02) examples for each. **(12 marks)**
- b) Using a real-world application, briefly explain the concept of the *stack* data structure and how it operates based on the LIFO (Last-In-First-Out) principle. **(12 marks)**
- c) Defining necessary datatypes and constructors, give a suitable structure in Java language to represent a *stack* using the contiguous implementation. **(12 marks)**
- d) Using the datatypes and constructors defined in part 1 c), write functions in Java to accomplish the following. **(28 marks)**
- (i) To check whether the given stack is empty or not.
  - (ii) To check whether the given stack is full or not.
  - (iii) To pop an element from the stack.
  - (iv) To push an element onto the stack.
- e) Consider the following node and arc diagram of a stack of integers 'S'.



- (i) Modify the above node and arc diagram to show what happens during a pop operation. **(12 marks)**
- (ii) Modify the node and arc diagram you got for part 1 e) (i) above to show what happens when an element with value 32 is pushed into the stack. **(12 marks)**
- (iii) Show the steps associated with destroying the stack using node and arc diagrams. **(12 marks)**

2. a) Using an example, briefly describe the concept of the *Queue* data structure. **(15 marks)**
- b) Discuss the similarities and the differences between *Stack* and *Queue* data structures. **(10 marks)**
- c) Defining necessary datatypes and constructors, give a suitable class structure in Java language to represent a *queue* using the linked implementation. **(10 marks)**
- d) Using the datatypes and constructors defined in part 2 c), write functions in Java to accomplish the following:
- (i) To check whether the given *Queue* is empty or not. **(10 marks)**
  - (ii) To insert an element to the *Queue*. **(10 marks)**
  - (iii) To remove an element from the *Queue*. **(10 marks)**
  - (iv) To get the size of a given *Queue*. **(10 marks)**
- e) Students in a class have marks for three subjects: Mathematics, Chemistry, and Physics. Using a *Queue*, write a Java program to read the marks and print only the average marks of each student in the order in which the data was inserted. **(25 marks)**
3. a) Briefly describe the properties of a *List* data structure. **(15 marks)**
- b) Defining necessary datatypes and constructors, give a suitable class structure in Java language to represent a list data structure using the contiguous implementation. **(15 marks)**
- c) Using the classes and datatypes defined in part 3 b), Write functions in Java language to accomplish the following:
- (i) To check whether the given list is empty or not. **(10 marks)**
  - (ii) To check whether the given list is full or not. **(10 marks)**
  - (iii) To insert an element to the last position in the list. **(10 marks)**
- d) With the aid of node and arc diagrams, briefly explain the steps to be followed when inserting a new element into a list, if the position to be inserted is given. **(20 marks)**
- e) Write a function using the Java language to implement the iterative version of the binary searching algorithm. **(20 marks)**
4. a) (i) Define *Binary tree* used in data structures. **(05 marks)**
- b) (i) Briefly explain the three traversal orders of *binary trees*. **(15 marks)**
- (ii) Consider the following *binary tree* and write the sequence of the integers as an outcome, with respect to the following traversal order. **(30 marks)**
- I. Preorder
  - II. Inorder
  - III. Postorder



- c) Draw the expression tree that represents the following arithmetic expression. **(10 marks)**  
 $((x + y) * (a - b)) / (m + (n * p))$
- d) (i) Define a binary search tree. **(10 marks)**  
 (ii) By using a diagram, show the main steps to insert the following keys into an initially empty binary search tree. **(10 marks)**  
 L, T, G, R, V, W, K, A, H
- e) Consider the following definition for the linked implementation of a *binary tree*.

```

public class Node {
    Node left, right;
    int data;
    public Node(int n)
    {
        left = null;
        right = null;
        data = n;
    }
}
  
```

Using the above definition, write functions in Java language to accomplish the following tasks.

- (i) To initialize a tree **(05 marks)**  
 (ii) To implement the preorder traversal **(05 marks)**  
 (iii) To implement the inorder traversal **(05 marks)**  
 (iv) To implement the postorder traversal **(05 marks)**

