Reg. No. :

Question Paper Code: 54824

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2022

Fourth Semester

Electrical and Electronics Engineering

(Common to Electronics and Instrumentation Engineering and

Instrumentation and Control Engineering)

01UIT424 - DATA STRUCTURES AND ALGORITHMS

(Regulation 2013)

Duration: Three hours

Answer ALL Questions.

Maximum: 100 Marks

PART A - (10 x 2 = 20 Marks)

- 1. List the characteristics of Constructor
- 2. What is friend function?
- 3. What are objects and how they are created?
- 4. Name the various types of multiple inheritance.
- 5. Define ADT.
- 6. Define algorithm.
- 7. Define connected components of a graph. Write its uses.
- 8. Differentiate binary tree and binary search tree.
- 9. Arrange the values using bubble sort 4, 2, 1, 2, 0, 3, 2, 1, 4, 0, 2, 3, 0.
- 10. Define divide and conquer algorithm?

PART - B ($5 \times 16 = 80$ Marks)

11. (a) Explain overloading concept with unary and binary operators with examples. (16)

Or

- (b) What is meant by overloading? How is operator overloading works? Write a program to add 2 complex numbers using operator overloading. What are the operators that cannot be overloaded. (16)
- 12. (a) Explain the following terms with respect to OOPS and give suitable examples.
 - (i) Polymorphism
 - (ii) Exception handling. (16)

Or

- (b) What is virtual function? Explain with an example how late binding is achieved using virtual function. (16)
- 13. (a) (i) Write the algorithms for the operations of linked queues. (8)
 - (ii) Explain the representation of priority queue. (8) Or
 - (b) Write a C++ code to perform addition of two polynomials using link list form of queue.(16)
- 14. (a) Define NP complete problem. Where it is applied? Discuss one application with example. (16)

Or

- (b) Write C++ code for the implementation of different types of tree traversals. State few tree applications. (16)
- 15. (a) Compare merge sort and insertion sort algorithms with examples. (16)

Or

(b) Explain how the travelling salesman problem can be solved using greedy algorithm. (16)