

1. The worst case occurs in linear search when
  - (a) Item is somewhere in the middle of the array
  - (b) Item is not in the array at all
  - (c) Item is the last element in the array
  - (d) Item is the last element in the array or is not there at all
  
2. For the quick sort algorithm, what is the time complexity of the best/worst case?
  - (a) best case:  $O(n)$  worst case:  $O(n*n)$
  - (b) best case:  $O(n)$  worst case:  $O(n*\log(n))$
  - (c) best case:  $O(n*\log(n))$  worst case:  $O(n*\log(n))$
  - (d) best case:  $O(n*\log(n))$  worst case:  $O(n*n)$
  
3. In divide and conquer the given problem is always divided to equal sized smaller sub problems identical to original problem. (TRUE / FALSE)
  
4. Which of the following problems does not have the combine step:
  - (a) binary search, merge sort
  - (b) binary search, quick sort
  - (c) merge sort, quick sort
  - (d) All of these
  
5. Given the following set of duration and deadlines times:
 

i	1	2	3	4	5	6	7
ti	4	3	3	2	3	5	6
di	4	7	19	12	10	13	14

 Find the minimum lateness using Greedy method which gives the efficient results?
  - (a) 12
  - (b) 14
  - (c) 20
  - (d) None of these
  
6. What will be the complexity of the following code:
 

```
for (i =1; i<n; i++)
for (j =1; i<n; i++)
for(k =1; k<n; k++)
{ i = j;}
```

  - (a)  $O(n^3)$
  - (b)  $O(n^2)$
  - (c)  $O(n)$
  - (d) None of these
  
7. Given a set of n numbers. What is the total number of subsets for producing a given sum?
  - (a) n!
  - (b)  $(n^2)$
  - (c)  $2^n$
  - (d) None of these
  
8. In a simple path all edges and vertices are distinct while in a simple cycle, all vertices and edges may not be distinct. (TRUE/ FALSE)
  
9. In strassen's Multiplication Algorithm the T(n) is
  - a)  $7T(n) + bn^2$
  - b)  $7T(n/2) + bn^2$
  - c)  $8T(n/2) + bn^2$
  - d)  $7T(n/2) + bn$
  
10. Each step is chosen such that it is the best alternative among all feasible choices that are available. The choice of a step once made cannot be changed in subsequent steps:
  - (a) Divide and conquer
  - (b) Greedy Programming
  - (c) Dynamic Programming
  - (d) Branch and bound