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(KNOWLEDGE FOR DEVELOPMENT)

**KIBABII UNIVERSITY
(KIBU)**

**UNIVERSITY EXAMINATIONS
2019/2020 ACADEMIC YEAR**

**SPECIAL/ SUPPLEMENTARY EXAMINATIONS
THIRD YEAR FIRST SEMESTER**

FOR THE DEGREE IN (COMPUTER SCIENCE)

COURSE CODE: CSC 312

**COURSE TITLE: DESIGN AND ANALYSIS OF
ALGORITHMS**

DATE: 08/02/2021

TIME: 2.00 P.M.- 4.00 P.M.

INSTRUCTIONS

ANSWER QUESTIONS ONE AND ANY OTHER TWO.

QUESTION ONE [COMPULSORY]**[30 MARKS]**

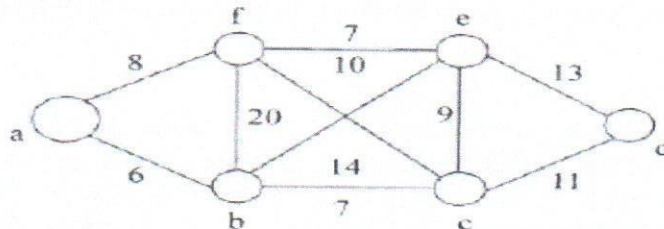
- a. Define an algorithm and explain different criteria that satisfy the algorithm? **[4 marks]**
- b. Explain in brief the basic asymptotic efficiency classes. **[6 marks]**
- c. What are the different techniques to represent an algorithm? Explain. **[4 marks]**
- d. What is meant by time complexity? Define different time complexity notations giving example each case? **[4 marks]**
- e. Explain Euclid's algorithm for computing $\text{gcd}(m, n)$, hence compute the gcd and the lcm of 31415 and 14142) **[4 marks]**
- f. Explain the concept of P and NP problems. **[4 marks]**
- g. If you have to solve the searching problem for a list of n numbers, how can you take advantage of the fact that the list is known to be sorted? Give separate answers for
 - i. lists represented as arrays. **[2 marks]**
 - ii. lists represented as linked lists. **[2 marks]**

QUESTION TWO**[20 MARKS]**

- a. Discuss the Greedy approach to problem solving and briefly discuss the components of a greedy algorithm **[6 marks]**
- b. Write the formula to find the shortest path using Floyd's approach hence or otherwise solve the following all pairs shortest paths problem. **[8 marks]**

$$\begin{bmatrix} 0 & \infty & 3 & \infty \\ 2 & 0 & \infty & \infty \\ \infty & 7 & 0 & 1 \\ 6 & \infty & \infty & 0 \end{bmatrix}$$

- c. Use Kruskal's method to find min cost spanning tree for the following graph **[6 marks]**

**QUESTION THREE****[20 MARKS]**

a. Write the Bubble sort algorithm (Ascending order), determine the running time (big O) and illustrate how it will sort the following list of elements: 89, 45, 68,90,29,34 and 17.

[12 marks]

b. Discuss any four advantages of using standard algorithms while developing a system

[8 marks]

QUESTION FOUR

[20 MARKS]

a. Citing example scenarios, explain the following types of analysis

i. Best case

[2 marks]

ii. Worst case

[2 marks]

iii. Average case

[2 marks]

b. Describe the asymptotic notation and discuss one advantage of using asymptotic notations to analyze algorithms

[4 marks]

c. Discuss how a Divide-and-Conquer algorithm works and state the nature of problems that can be solved using this approach

[6 marks]

d. Algorithm analysis is the study of an algorithm's efficiency with respect to resource utilization, discuss these resources

[4 marks]

QUESTION FIVE

[20 MARKS]

a. Algorithm analysis is the study of an algorithm's efficiency with respect to resource utilization, discuss these resources.

[5 marks]

b. Describe Dynamic Programming approach of solving problems and state any two example of algorithms that apply this approach.

[5 marks]

c. Describe the backtrack problem solving approach

[3 marks]

d. Solve the following instance of the knapsack problem by the branch and bound algorithm.

Item	Weight	Value
1	4	KES 40
2	7	KES 42
3	5	KES 25
4	3	KES 12

The Knapsack's capacity $W=10$

[7 marks]