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Turn Over

 $(10 \times 2 = 20)$ 

# B.Sc. DEGREE (CBCS) EXAMINATION, NOVEMBER 2018

Third Semester

## CORE COURSE - CS3CRT08 - DATA STRUCTURE USING C++

( Common to B.Sc Computer Applications Model III Triple Main, B.Sc Computer Science Model III ,B.Sc Information Technology Model III, Bachelor of Computer Application)

2017 Admission Onwards

F28B27C2

#### Maximum Marks: 80

### Part A

Answer any **ten** questions. Each question carries **2** marks.

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- 1. What is the purpose of using array?
- 2. Explain sparse matrix representation with example.
- 3. Why stack is called a LIFO list?
- 4. Give any two reasons why postfix expressions are used in expressions?
- 5. What are the operations performed on a linked list?
- 6. What are the advantages and disadvantages of a circular linked list?
- 7. What do you mean by memory management?
- 8. What is a skewed binary tree?
- 9. How will you find the depth of a complete binary tree, give an example ?
- 10. Discuss the structure of file?
- 11. What is Direct Access Storage Device (DASD)?
- 12. What are inverted files. Give suitable examples?

#### Part B

Answer any **six** questions.

Each question carries **5** marks.

- 13. Discuss various operations performed with data structures.
- 14. Explain binary searching method with an example?
- 15. Write a program/algorithm to perform various operations on queues?

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- 16. Describe the two types of dequeues?
- 17. Write an algorithm or program for traversing a linked list with suitable example
- 18. Explain the applications of linked stack and linked queue
- 19. How will you develop a recursive algorithm ?
- 20. How can traverse a binary tree? Explain.
- 21. What is hashing? Explain with suitable example?

#### Part C

Answer any two questions.

Each question carries **15** marks.

- 22. Explain any two types of sorting with example
- 23. What are the limitations of linear queue? How it can be solved?
- 24. Explain the concept of tree searching? Explain about binary search tree and its creation.
- 25. How collision is occurred? How can we resolve collision? Explain.

(2×15=30)

(6×5=30)