



# Data Structures

MAY 18

Computer Engineering (Semester 3)

**Total marks: 80**

**Total time: 3 Hours**

## INSTRUCTIONS

- (1) Question 1 is compulsory.
- (2) Attempt any **three** from the remaining questions.
- (3) Draw neat diagrams wherever necessary.

- 1(a)** Explain different types of data structures with example. (5 marks)
- 1(b)** What is a graph? Explain methods to represent graph. (5 marks)
- 1(c)** Write a program in 'C' to implement Merge sort (10 marks)
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- 2(a)** Write a program in 'C' to implement QUEUE ADT using linked-list. Perform the following operations:
- (i) Insert a note in the Queue.
  - (ii) Delete a node from the Queue.
  - (iii) Display Queue elements (10 marks)
- 2(b)** Using Linear probing and Quadratic probing, insert the following values in the hash table of size 10. Show how many collisions occur in each iteration: 28, 55, 71, 67, 11, 10, 90, 44 (10 marks)
- 3(a)** Write a program in 'C' to evaluate postfix expression using STACK ADT (10 marks)
- 3(b)** Explain different types of tree traversals techniques with example. Also write recursive function for each traversal technique. (10 marks)
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- 4(a)** State advantages of Linked-List over arrays. Explain different applications of Linked-list. (10 marks)
- 4(b)** Write a program in 'C' to implement Circular Queue using arrays. (10 marks)



**5(a)** Write a program to implement Singly Linked List.  
Provide the following operations:

- (i) Insert a node at the specified location
- (ii) Delete a node from end
- (iii) Display the list

(10 marks)

**5(b)** Insert the following elements in AVL tree: 44, 17, 32, 78, 50, 88, 48, 62, 54.  
Explain different rotations that can be used.

(10 marks)

**Q6)** Explain the following (any two)

- (a) Splay Tree and Trie
- (b) Graph Traversal Techniques
- (c) Huffman Encoding
- (d) Double Ended Queue

(5 X 4 = 20 marks)