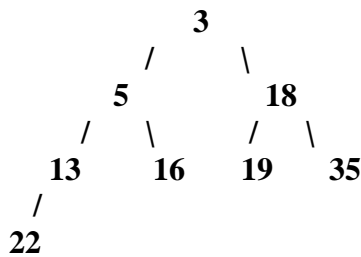
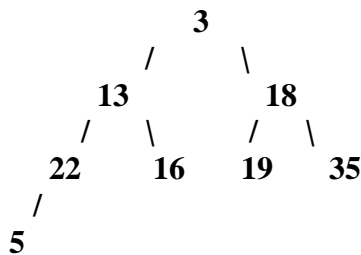
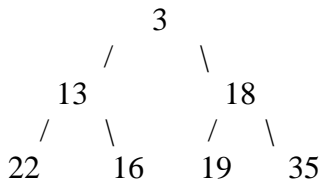


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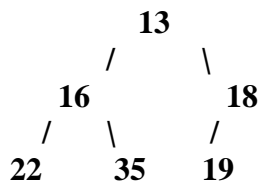
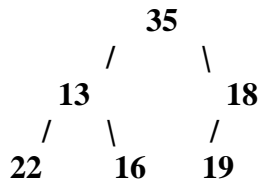
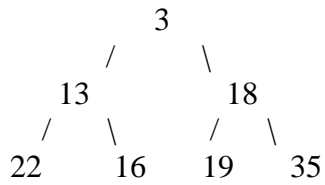
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### Computer Science I – Quiz – Sorting & Heaps

- 1) (2pts) What is the best case run time of Quick Sort?  $O(n \log n)$
- 2) (2pts) What is the worst case run time of Quick Sort?  $O(n^2)$
- 3) (2pts) What is the best case run time of Merge Sort?  $O(n \log n)$
- 4) (2pts) What is the worst case run time of Merge Sort?  $O(n \log n)$
- 5) (2pts) What is the best case run time of Insertion Sort?  $O(n)$
- 6) (2pts) What is the worst case run time of Insertion Sort?  $O(n^2)$
- 7) (3 pts) Show the result of inserting the item 5 into the heap shown below:



8) (3 pts) Show the result of removing the minimum element from the original heap in question #7 (without 5) from above.



9) (2pts) Show the array representation of the original heap from question #7.

index	0	1	2	3	4	5	6	7	8	...
value	X	3	13	18	22	16	19	35	X	...

10) **(Bonus 3pts)** Given the following specifications for a heap implementation, implement the heap sort functions below.

```
struct heapStruct {  
  
    int* heaparray;  
    int capacity;  
    int size;  
};  
  
struct heapStruct *initHeap();  
struct heapStruct *heapify(int *values, int length);  
void percolateDown(struct heapStruct *h, int index);  
void percolateUp(struct heapStruct *h, int index);  
void insert(struct heapStruct *h, int value);  
int removeMin(struct heapStruct *h);  
  
void sort(int values[], int length) {  
  
    struct heapStruct *myHeap = initHeap();  
    myHeap = heapify(values, length);  
  
    int i = 0;  
    for (i = 0; i < length; i++) {  
  
        values[i] = removeMin(myHeap);  
  
    }  
  
}
```