

The following algorithm accepts a vector of coefficients and an x value and returns the corresponding polynomial evaluated at x .

```
double PolynomialEval(const vector<double>& coeff, double x)
2 {
  assert(coeff.size() > 0);
4  double y = 1.0;
  double retVal = coeff[0];
6  for(int i = 1; i < coeff.size(); ++i) {
    y *= x;
8    retVal += y * coeff[i];
  }
10 return retVal;
}
```

Identify the component which represents the input size and give the Big-oh notation for the time complexity of this algorithm. In order to receive partial credit, be sure to explain your reasoning.

Show that the following equality is incorrect:

$$10n^2 + 9 = O(n)$$

The following algorithm is an alternative version of the `Chain<T>::insert()` function. Determine whether it is a valid substitute for the one given in class. If not, indicate the input conditions for which it would fail.

```
template <class T>
2 void Chain<T>::insert(unsigned int k, const T& val)
  {
4   if( k<=size() ) {
      Link<T> *newLnk = new Link<T>(val);
6     if ( 0==k ) {
          newLnk->next = first;
8         first = newLnk;
      } else {
10        Link<T> *itr = first;
          while( --k>0 ) {
12          itr = itr->next;
          }
14        newLnk->next = itr->next;
          itr->next = newLnk;
16      }
18  }
```

Recall the `Chain<T>` class discussed in lecture:

```
template<class T>
2 class Chain {
  public:
4   Chain ();
   ~Chain ();
6   bool empty() const;
   unsigned int size() const;
8   int find(const T& val) const;
   bool erase(unsigned int k);
10  void insert(unsigned int k, const T& val);
   ostream& display(ostream& out) const;
12 private:
   Link<T> *first;
14 };
```

Write the class generated by the precompiler the first time the precompiler encounters the following:

```
Chain<bool> aChainOfBools;
```

Quizzes



Name:

Briefly describe the role of a *stub* in program testing and give an example.

Quizzes



Name:

Briefly describe the role of an *invariant* in establishing confidence in program correctness.



What characteristics make an *adaptor* class different from a standard class?

Recall from lecture the generalized generic algorithm `accumulate()`:

```
template <class InputIterator, class T,  
2         class BinaryOperation>  
T accumulate(InputIterator start, InputIterator finish,  
4             T count, BinaryOperation binary_op)  
{  
6     while (start != finish)  
        count = binary_op(count, *start++);  
8     return count;  
}
```

What type of iterator is required by this generic algorithm.



Describe the concept of **folding** as it pertains to hash functions. Give an example.



Suppose you are asked to place all of the buildings in Milwaukee into a hash table of size 1010.

Which hash function would be best:

1. (Number of bricks)% 1003
2. (Number of windows)% 2000
3. (Numerical part of street address)% 1010
4. (Sum of all the ASCII values of the street address)% 1003
5. (Number of broken ceiling tiles)% 1010

For full credit, justify your answer.

Recall that the `BinaryNode` class has three protected data members (`BinaryNode<T>*` `left`, `BinaryNode<T>*` `right`, and `T data`) and the `BinaryTree` class has one protected data member (`BinaryNode<T>*` `root`). Suppose you are given the following `find()` member function:

```
template <class T>
2 bool BinaryTree<T>::find(const T& x) const
  {
4   BinaryNode<T>* found = find(root, x);
   if(found==0)
6     return false;
   return true;
8  }
```

Finish writing the recursive `find()` member function called in line four of the above function. You may assume that the binary tree is sorted, i.e., it is a binary search tree.

```
template <class T>
2 BinaryNode<T>* BinaryTree<T>::find(BinaryNode<T>* subRoot, const T& x) const
  {
```



Write a templated C++ class called `BinaryNode` which represents a node in a binary tree. Your class should contain all of the necessary data members for a node in a binary tree. (*Hint: Consider the link class from the Chain implementation*)



Recall that in class we used a `map` to represent a sparse vector. Suppose that we wished to use the `map` class to represent a sparse matrix. How could this be done? Give an example by creating an object called `sMatrix` that could represent a sparse matrix with only one non-zero value:
`sMatrix[52333][3] = 5.821.`