

## Objective Type Questions with Solutions

1. Two main measures for the efficiency of an algorithm are
  - a. Processor and memory
  - b. Complexity and capacity
  - c. **Time and space**
  - d. Data and space
  
2. The time factor when determining the efficiency of algorithm is measured by
  - a. Counting microseconds
  - b. **Counting the number of key operations**
  - c. Counting the number of statements
  - d. Counting the kilobytes of algorithm
  
3. Which of the following case does not exist in complexity theory
  - a. Best case
  - b. Worst case
  - c. Average case
  - d. **Null case**
  
4. The Knapsack problem where the objective function is to minimize the profit is \_\_\_\_\_
  - a. Greedy
  - b. Dynamic 0 / 1
  - c. Back tracking
  - d. **Branch & Bound 0/1**
  
5. Choose the correct answer for the following statements:
  - I. The theory of NP-completeness provides a method of obtaining a polynomial time for NP algorithms.
  - II. All NP-complete problem are NP-Hard.

- a. **I is FALSE and II is TRUE**
  - b. I is TRUE and II is FALSE
  - c. Both are TRUE
  - d. Both are FALSE
6. What is the type of the algorithm used in solving the 8 Queens problem?
- a. Greedy
  - b. Dynamic
  - c. Branch and Bound
  - d. **Backtracking**
7. Sorting is not possible by using which of the following methods?
- a. Insertion
  - b. Selection
  - c. **Deletion**
  - d. Exchange
8. The upper bound on the time complexity of the nondeterministic sorting algorithm is
- a.  **$O(n)$**
  - b.  $O(n \log n)$
  - c.  $O(1)$
  - d.  $O(\log n)$
9. The worst case time complexity of the nondeterministic dynamic knapsack algorithm is
- a.  $O(n \log n)$
  - b.  $O(\log n)$
  - c.  $O(n^2)$
  - d.  **$O(n)$**
10. Dijkstra's algorithm bears some similarity to
- a. BFS

- b. prim's algorithm
- c. DFS
- d. **Both (A) & (C)**

11. The concept of order Big O is important because

- a. **It can be used to decide the best algorithm that solves a given problem**
- b. It determines the maximum size of a problem that can be solved in a given amount of time
- c. It is the lower bound of the growth rate of algorithm
- d. Both A and B

12. **There are \_\_\_\_\_ steps to solve the problem**

- a. Seven
- b. Four
- c. **Six**
- d. Two

13. \_\_\_\_\_ **is the first step in solving the problem**

- a. Understanding the Problem
- b. **Identify the Problem**
- c. Evaluate the Solution
- d. None of these

14. \_\_\_\_\_ **solution requires reasoning built on knowledge and experience**

- a. Algorithmic Solution
- b. **Heuristic Solution**
- c. Random Solution
- d. None of these

15. The space factor when determining the efficiency of algorithm is measured by

- a. **Counting the maximum memory needed by the algorithm**

- b. Counting the minimum memory needed by the algorithm
- c. Counting the average memory needed by the algorithm
- d. Counting the maximum disk space needed by the algorithm

16. Straight selection sort is basically a method of repeated

- a. A. interchange
- b. searching
- c. **position adjustment**
- d. None of the above

17. Breadth first search \_\_\_\_\_

- a. Scans each incident node along with its children.
- b. **Scans all incident edges before moving to other node.**
- c. Issame as backtracking
- d. Scans all the nodes in random order.

18. The asymptotic notation for defining the average time complexity is

- a. **Equivalence**
- b. Symmetric
- c. Reflexive
- d. Both (c) and (d) above.

19. Prims algorithm is based on \_\_\_\_\_ method

- a. Divide and conquer method
- b. Dynamic programming
- c. **Greedy method**
- d. Branch and bound

20. \_\_\_\_\_ is the minimum number of steps that can executed for the given parameters

- a. Average case
- b. Worst case

- c. Time complexity
- d. Best case**

21. \_\_\_\_\_ is the maximum number of steps that can be executed for the given parameters

- a. Average case
- b. Worst case**
- c. Time complexity
- d. Best case

22. \_\_\_\_\_ is the average number of steps that can be executed for the given parameters

- a. Average case**
- b. Worst case
- c. Time complexity
- d. Best case

23. Which design strategy stops the execution when it finds the solution otherwise starts the problem from top

- a. Back tracking**
- b. Divide and conquer
- c. Branch and Bound
- d. Dynamic programming

24. Graphical representation of algorithm is \_\_\_\_\_

- a. Pseudo-code
- b. Graph Coloring
- c. Flow Chart**
- d. Dynamic programming

25.  $O(1)$  means computing time is \_\_\_\_\_

- a. Constant**
- b. Quadratic

- c. Linear
- d. Cubic

26.  $O(n)$  means computing time is \_\_\_\_\_

- a. Constant
- b. Quadratic
- c. Linear**
- d. Cubic

27.  $O(n^2)$  means computing time is \_\_\_\_\_

- a. Constant
- b. Quadratic**
- c. Linear
- d. Cubic

28.  $O(n^3)$  means computing time is \_\_\_\_\_

- a. Exponential
- b. Quadratic
- c. Linear
- d. Cubic**

29.  $O(2^n)$  means computing time is \_\_\_\_\_

- a. Constant
- b. Quadratic
- c. Linear
- d. Exponential**

30. Tight bound is denoted as \_\_\_\_\_

- a.  $\Omega$
- b.  $\Theta$**
- c.  $\Omega$

d.  $O$

31. Upper bound is denoted as \_\_\_\_\_

a.  $\Omega$

b.  $\Theta$

c.  $\omega$

**d.  $O$**

32. Lower bound is denoted as \_\_\_\_\_

**a.  $\Omega$**

b.  $\Theta$

c.  $\omega$

d.  $O$

33. The output of Kruskal and Prim's algorithm is \_\_\_\_\_

a. Maximum spanning tree

b. Spanning tree

**c. Minimum spanning tree**

d. None of these

34. BFS is best compared to DFS in the case of \_\_\_\_\_

a. The graph's width is large

**b. The graph's depth is large**

c. The graph consists of many nodes

d. The graph is complex

35. Which of the following standard algorithms is not a Greedy algorithm?

a. Dijkstra's shortest path algorithm

b. Prim's algorithm

c. Kruskal algorithm

d. Huffman Coding

**e. Bellmen Ford Shortest path algorithm**

36. Which is true statement.

- a. Breadth first search is shortest path algorithm that works on un-weighted graphs
- b. Depth first search is shortest path algorithm that works on un-weighted graphs.
- c. Both of above are true.
- d. None of above are true.

37. From the following algorithm design techniques which one is used to find all the pairs of shortest distances in a graph?

- a. Backtracking
- b. Greedy
- c. Dynamic programming**
- d. Divide and Conquer

38. From the following sorting algorithms which has the lowest worst case complexity?

- a. Bubble sort
- b. Quick sort
- c. Merge sort**
- d. Selection sort

39. An algorithm is defined as

- a. a mathematical formula that solves a problem.
- b. a tempo for classical music played in a coda.
- c. a logical sequence of a steps that solve a problem.**
- d. a tool that designs computer programs and draws the user interface.

40. An algorithm that calls itself directly or indirectly is known as

- a. Sub algorithm
- b. Recursion**
- c. Polish notation



- d. Traversal algorithm
41. If each node in a tree has value greater than every value in its left sub tree and value less than every value in its right sub tree, the tree is known as
- Complete Tree
  - Full Binary Tree
  - Binary Search Tree**
  - Threaded Tree
42. Which of the following sorting procedure is the slowest?
- Quick sort
  - Heap sort
  - Shell sort
  - Bubble sort**
43. A complete binary tree with the property that the value at each node is at least as large as the values at its children is known as
- Binary search tree
  - AVL tree
  - Completely balanced tree
  - Heap**
44. Which of the following shows the correct relationship among some of the more common computing times on algorithms
- $O(\log n) < O(n) < O(n \cdot \log n) < O(2^n) < O(n^2)$
  - $O(n) < O(\log n) < O(n \cdot \log n) < O(2^n) < O(n^2)$
  - $O(n) < O(\log n) < O(n \cdot \log n) < O(n^2) < O(2^n)$
  - $O(\log n) < O(n) < O(n \cdot \log n) < O(n^2) < O(2^n)$**
45. What is an optimal Huffman code for alphabeta of the following set of frequencies a: 05, b:48, c:07, d:17, e:10, f:13
- 1010**

- b. (B)0101
- c. 1001
- d. 1100

46. Which of the following properties are necessary for an Algorithm?

- a. Definiteness
- b. Correctness
- c. Effectiveness
- d. **A and C**

47. The running time of Floyd-Warshall algorithm is

- a.  $\Theta(n)$
- b.  $\Theta(n^3)$
- c.  **$\Theta(n^2)$**
- d.  $\Theta(n \log n)$

48. Kruskal's algorithm uses----- and prim's algorithm uses----- in determining the MST

- a. **edges,vertex**
- b. vertex,edges
- c. edges,edges
- d. vertex,vertex

49. The time required to search an element in a linked list of length n is

- a.  $O(\log n)$
- b.  **$O(n)$**
- c.  $O(1)$
- d.  $O(n^2)$

50. Which of the following is true

- a. **P is subset of NP**
- b. NP is subset of P

- c. P and NP are equal
- d. NP is subset of NP hard