

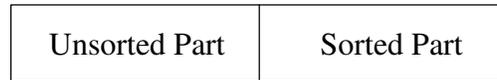


Question 3. (15 points) All simple sorts consist of two nested loops. The role of each loop is:

- outer loop - keeps track of the dividing line between the sorted part and unsorted part of the array
- inner loop - extends the size of the sorted part by one element

For each simple sort listed below, describe **in English** how the inner loop extends the size of the sorted part by one element. Assume that all sorts are sorting from smallest to largest elements (ascending order).

a) bubble sort:



b) selection sort:



Question 4. (35 points) Complete the following program by (1) writing the calls in the main to both functions, and (2) writing both of the functions: FillArray and FindFirstAndCount. These functions' prototypes are shown below, and they should behave as follows:

FillArray - reads values interactively into the "numbers" array until the specified sentinelValue is read. After the function, "elementCount" should reflect the number of values read into "numbers."

FindAll - scans the array "numbers" looking for all occurrences of "target". The index locations of all occurrence of "target" is returned in the "foundIndexes" array, and "foundCount" returns a count of the number of times "target" occurs in the array "numbers".

```
#include <iostream>
using namespace std;

const int SIZE = 100; // maximum number of elements in array

// function prototypes
void FillArray(double numbers[], int & elementCount, double sentinelValue);
void FindAll(double numbers[], int elementCount, double target, int foundIndexes[],
             int & foundCount);

int main ( ) {
    int countOfNumbers, targetCount, targetLocations[SIZE];
    double numbers[SIZE], sentinel = -999, target = 100;

    // COMPLETE THE CALLS TO THE FUNCTIONS

    FillArray(                                     );

    FindAll(                                       );

    if (targetCount == 0) {
        cout << "The target of " << target << " was not found." << endl;
    } else {
        cout << "The target " << target << " was found " << targetCount
             << " times with the first occurrence at " << targetLocations[0] << endl;
    } // end if
} // end main
```

```
// WRITE THE CODE FOR THE FUNCTIONS FillArray and FindAll BELOW  
void FillArray(double numbers[], int & elementCount, double sentinelValue) {
```

```
} // end FillArray
```

```
void FindAll(double numbers[], int elementCount, double target, int foundIndexes[],  
             int & foundCount) {
```

```
} // end FindAll
```

Question 5. (10 points) Suppose you have a sorted array containing 1,000 elements.

a) In the worst case, how many comparisons between the target and an array element would be performed in an **unsuccessful binary search**?

b) In the worst case, how many comparisons between the target and an array element would be performed in an **unsuccessful linear search** (assume the linear search algorithm **does not** expect the array is sorted)?

Question 6. (15 points) Below is the textbook's code for a *binary search* on a sorted array.

```
int binarySearch(int array[], int size, int value) {
    int first = 0,           // First array element
        last = size - 1,    // Last array element
        middle,             // Mid point of search
        position = -1;      // Position of search value
    bool found = false;     // Flag

    while (!found && first <= last) {
        middle = (first + last) / 2;    // Calculate mid point
        if (array[middle] == value) {   // If value is found at mid
            found = true;
            position = middle;
        } else if (array[middle] > value) { // If value is in lower half
            last = middle - 1;
        } else {
            first = middle + 1;         // If value is in upper half
        } // end if
    } // end while
    return position;
} // end binarySearch
```

Trace the `binarySearch` code using the following actual parameters by showing the changes to `first`, `last`, `middle`, `position`, and `found`.

array:	0	1	2	3	4	5	6	(MAX-1)	size:	7	value:	7
2	3	4	5	7	8	9						

<u>first</u>	<u>last</u>	<u>middle</u>	<u>position</u>	<u>found</u>
0	6		-1	false