

**MASTER OF SCIENCE (COMPUTER SCIENCE) (CBCS-2018 COURSE)**  
**M.Sc. (Computer Science) Sem-I : WINTER- 2022**  
**SUBJECT : ALGORITHM DESIGN PATTERNS**

Day : Wednesday

Time : 02:00 PM-05:00 PM

Date : 4/1/2023

**W-20033-2022**

Max. Marks : 60

---

**N.B**

- 1) All questions are **COMPULSORY**.
- 2) Figures to the right indicate **FULL** marks.
- 3) Draw diagrams wherever necessary.

---

**Q.1 a)** Describe Greedy Strategy in detail. Also discuss knapsack problem with the help of suitable example. **(15)**

**OR**

**b)** Explain 'Divide and Conquer' strategy. Discuss 'MaxMin' algorithm with example.

**Q.2 a)** Answer **ANY ONE** of the following. **(08)**

- i) What is Backtracking? Example 4- queen's problem.
- ii) Illustrate BFS and DFS with suitable example.

**b)** Answer **ANY ONE** of the following. **(07)**

- i) Differentiate between Prim's and Kruskal's algorithms for finding minimum cost spanning tree.
- ii) Write a note on Algorithm Analysis.

**Q.3** Answer **ANY THREE** of the following. **(15)**

**a)** Obtain sequence of Job by maximizing profit for  $j=7$  such as:

$$P_i = \{ 30, 20, 18, 6, 5, 3, 1 \}$$

$$d_i = \{ 7, 3, 4, 6, 2, 3, 5 \}$$

- b)** Explain sum of subsets problem.
- c)** Illustrate 'mergesort' with an appropriate example.
- d)** Discuss Cook's theorem .
- e)** Explain optimal binary search tree with example.

**Q.4** Write short notes **ANY THREE** of the following. **(15)**

- a)** Binary Search
- b)** Optimal Storage on tapes
- c)** Game tree
- d)** NP-HARD graph problem
- e)** Flow-shop scheduling

\*

\*

\*