

**DESIGN & ANALYSIS OF ALGORITHMS**

(Common to CSE &amp; IT)

Time: 3 hours

Max. Marks: 70

**PART – A**

(Compulsory Question)

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1 Answer the following: (10 X 02 = 20 Marks)

- (a) Write the differences between the Greedy method and Dynamic programming.
- (b) What is an algorithm?
- (c) Write the control abstraction for divide-and conquer. Give computing time for binary search.
- (d) Write some applications of travelling salesperson problem.
- (e) Define minimum spanning tree.
- (f) State m-colorability decision problem.
- (g) Define Hamiltonian graph with an example.
- (h) Define branch and bound method. What are the searching techniques that are commonly used in branch and bound method.
- (i) Explain NP complete problems.
- (j) Write the general procedure of dynamic programming.

**PART – B**

(Answer all five units, 5 X 10 = 50 Marks)

**UNIT – I**2 What is asymptotic notation? Explain different types of notations with examples.  
OR

3 Explain quick sort algorithm with an example.

**UNIT – II**4 Explain the concept of job sequencing with deadlines by Greedy technique.  
OR

5 Explain travelling salesman problem with an example by using dynamic programming.

**UNIT – III**6 Differences between BFS and DFS with an example.  
OR

7 Explain about N-QUEENS problem with an example.

**UNIT – IV**8 Explain about 0/1 knapsack problem using branch and bound technique.  
OR

9 Explain the comparison trees.

**UNIT – V**10 Explain about P, NP – COMPLETE, NP, NP – HARD problems with examples for each.  
OR

11 Explain about Cook's theorem.

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