Seat No.:	Enrolment No.

GUJARAT TECHNOLOGICAL UNIVERSITY

ME SEMESTER - I EXAMINATION - SUMMER 2017

Subject Code:2710201		t Code:2710201 Date:09/05/20	Date: 09/05/2017	
Tir	ne:0 tructio 1. 2.	Attempt all questions.	70	
Q.1	(a)	What is an algorithm? Explain various properties of an algorithm. (ii) Explain: Worst Case, Best Case & Average Case Complexity.	07	
	(b)	Define: Directed Acyclic Graph, Principle of Optimality.	07	
Q.2	(a) (b)	Explain GCD recursion theorem with Euclid algorithm. Explain how to apply the divide and conquer strategy for sorting the elements using quick sort with example. Write algorithm for quick sort method. OR	07 07	
	(b)	Give the recursive algorithm to find Fibonacci sequence. Comment on the complexity of the algorithm.	07	
Q.3	(a)	Give and Explain the Kruskal's Algorithm to find out Minimum Spanning Tree with illustration.	07	
	(b)	Explain the use of Divide and Conquer Technique for Binary Search Method. Give the algorithm for Binary Search Method. What is the complexity of Binary Search Method?	07	
0.2	(-)	OR What is Finite Automate? Fundain was of finite outomate for stein a matching with	07	
Q.3	(a)	What is Finite Automata? Explain use of finite automata for string matching with suitable example.	07	
	(b)	Difference between Greedy and Dynamic programming. Explain making change problem using greedy and also prove why it is not giving best optimal solution?	07	
Q.4	(a)	Explain the recursion tree method with example.	07	
	(b)	Explain Dijkstra's shortest path algorithm with example. OR	07	
Q.4	(a)	Explain in Brief:	07	
	<i>(</i> 1)	NP Hard Problem, Polynomial reduction.		
	(b)	Explain Floyd's Algorithm for shortest path along with example.	07	
Q.5	(a)	What is an amortized analysis? Explain accounting method and aggregate analysis with suitable example.	07	
	(b)	Write selection sort algorithm. And compute running time of algorithm. OR	07	
Q.5	(a) (b)	What is NP completeness & the class P, NP? The TSP is NP complete? Justify. Explain Boyer Moore Pattern matching algorithm.	07 07	
