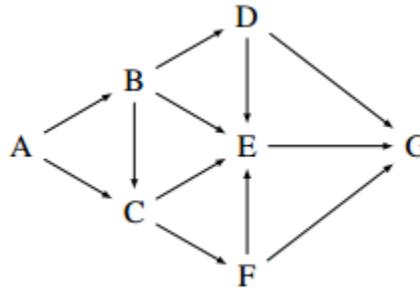


1 Warmup with DFS and BFS



1. For the graph above, give the vertices in the order they'd be visited by depth first search starting from vertex A, assuming that we always visit alphabetically earlier vertices first if there are multiple valid choices. The alphabet is ABCDEFG.
2. For the graph above, give the vertices in the order they'd be visited by breadth first search starting from vertex A, assuming that we always visit alphabetically earlier vertices first if there are multiple valid choices.

2 Summer '16 Final: Regex

For the below regex problems, assume these are **non-java** strings, so double escaping is not necessary.

1. Consider the regex `"[hello]\w+rld"`. Circle all strings that the regex fully matches.

"helloworld" "hworld" "smallworld" "hellowrld" "otherworld"

2. Consider the regex `"[a-d0-9]+\\[^\d]{2,5}"`. Circle all strings that the regex fully matches.

"d00d+42" "61b\party" "aa61bb+cc"

"000+ooo" "9a9\+hue" "4242+meaning"

3 Fall '14, MT2: Reverse Traversal

Consider a binary search tree whose labels are each one capital letter, and assume that a BFS traversal yields the sequence “GENIUS”. What is the preorder traversal of this tree? Draw the tree itself.

4 Fall '14, MT2: BST \rightarrow Heaps

Suppose we have a complete binary tree, X , that is not a heap, and we wish to heapify it. The obvious thing to do is just insert all nodes of X into a new binary heap Y . This works, but it doubles the space requirement. Suppose we'd prefer to heapify in place. Which of the following procedures will convert X into a heap (containing all of the original values)? To each, either answer “yes” or give a counter-example.

1. Sink (heapify down) all nodes in level order (first the root, then its left child, then the right child of the root, etc).
2. Swim (heapify up) all nodes in level order.
3. Swim all nodes in reverse level order.
4. Sink all nodes in reverse level order.

