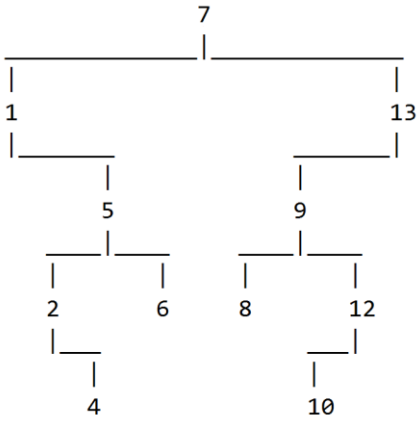
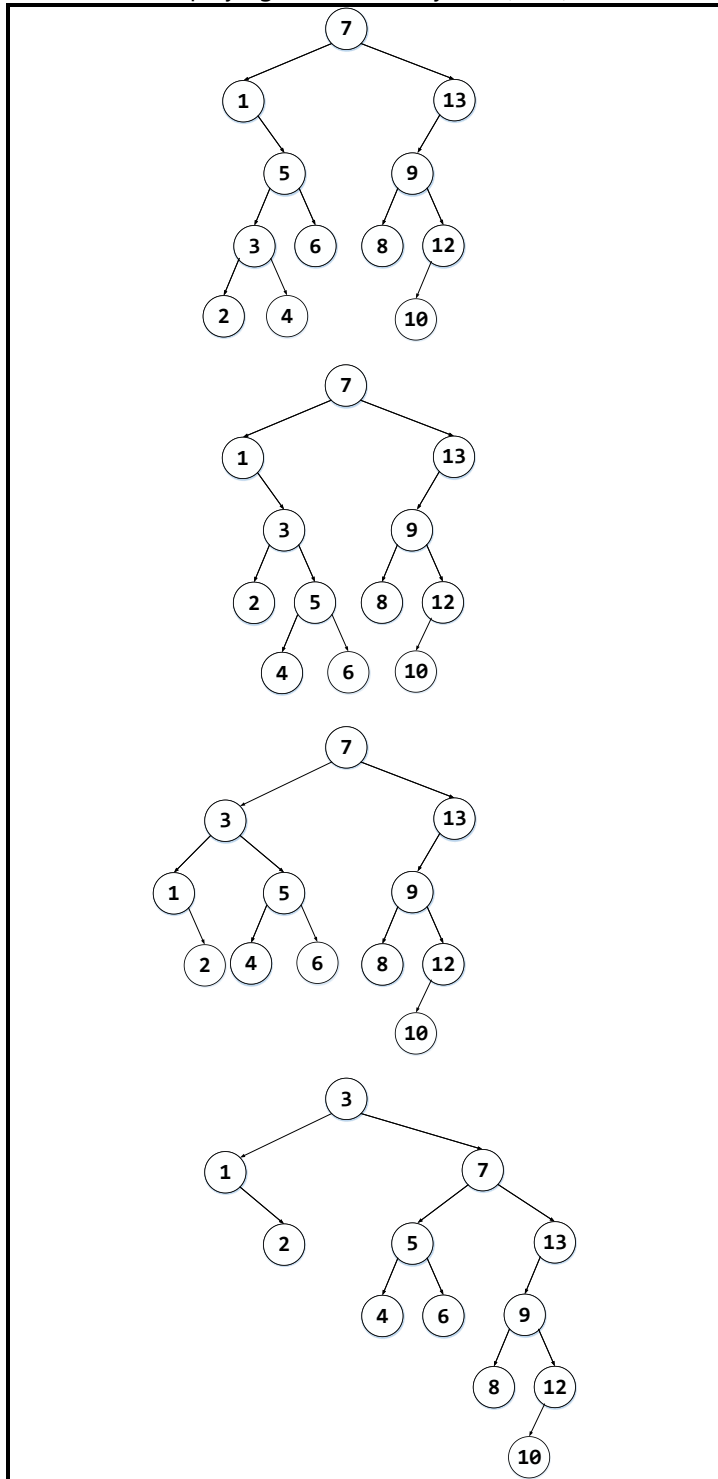




**B GRUBU CEVAPLAR**



1. Yukarıdaki splay ağacına 3'ü ekleyiniz. (30P)



```
int Hash (char* key)
{
    int sum = 0;
    for (int j=0; j<4; j += 2)
        sum += 4*key[j] + key[j+1];

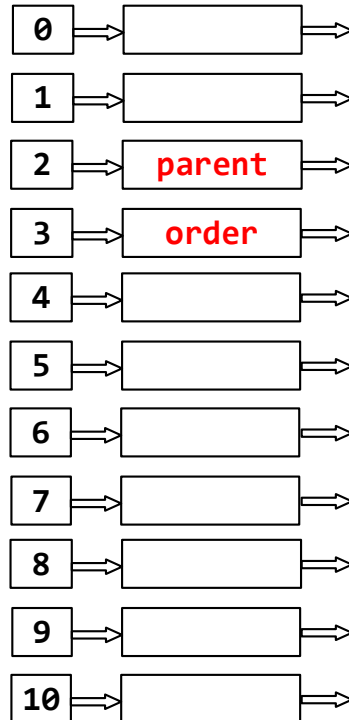
    sum = sum % 11 ;
    return sum;
}
```

**dictionary.txt**

list	liste
nuts	findik
object	nesne
order	duzen
parent	baba
queue	kuyruk
stack	yigin
tree	agac

2. Yukarıda dictionary.txt'de verilen kelimeleri Hash() fonksiyonunu ve çakışma çözümü olarak linear probing'i kullanarak relative.txt'ye yazınız. Ayrıca synonym chaining yöntemine göre bağlı listelere ilgili kayıtları ekleyiniz. (30P)

relative.txt		a-97	n-110
0	<b>object nesne</b>	b-98	o-111
1	<b>queue kuyruk</b>	c-99	p-112
2	<b>list liste</b>	d-100	q-113
3	<b>nuts findik</b>	e-101	r-114
4		f-102	s-115
5	<b>tree agac</b>	g-103	t-116
6		h-104	u-117
7	<b>stack yigin</b>	i-105	v-118
8		j-106	w-119
9		k-107	x-120
10		l-108	y-121
ASCII Tablo →		m-109	z-122



```

bool empty()
{
    return (header->next == trailer);
}

void addFront(const int& i)
{
    add(header->next, i);
}

void add(DoublyNode* v, int& i)
{
    DoublyNode* u = new DoublyNode;
    u->score = i;
    .....
    .....
    .....
    .....
}

void main()
{
    DoublyLinkedList list;
    list.addFront(750);
    list.addFront(720);
}

```

3. Yukarıdaki programda add() fonksiyonunda ..... ile temsil edilen satırlar:

i) (20P)

(Yanlış cevaptan 5P kırılacaktır)

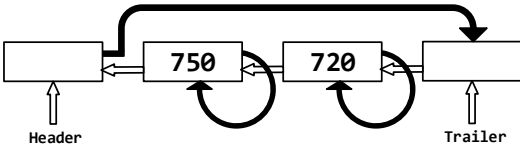
```

v->prev->next = u;
v->prev      = u;
u->prev      = v->prev;
u->next      = v;

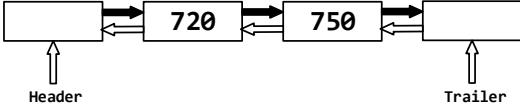
```

olduğunda listenin son hali :

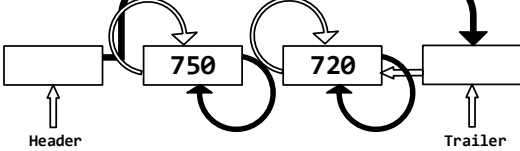
(A)



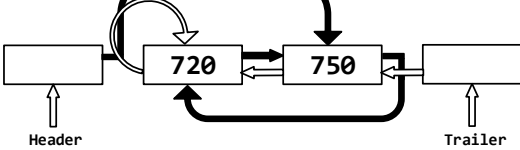
(B)



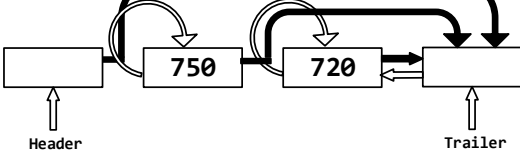
(C)



**(D)**



(E)



ii) (20P)

(Yanlış cevaptan 5P kırılacaktır)

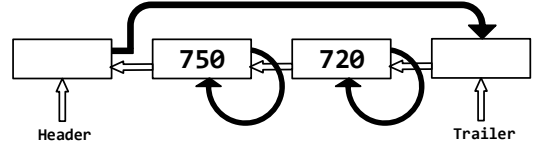
```

v->prev      = u;
v->prev->next = u;
u->prev      = v->prev;
u->next      = v;

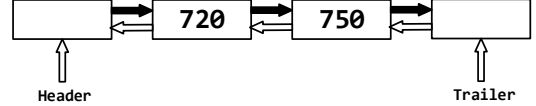
```

olduğunda listenin son hali :

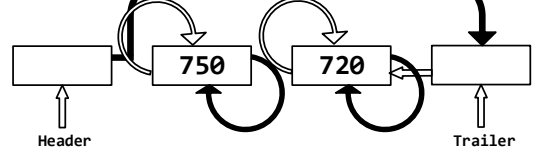
(A)



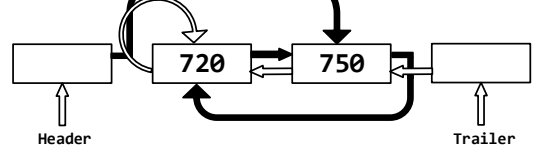
(B)



(C)



(D)



**(E)**

