



NUMBER :	NAME :	EVALUATION	
		[.....]
SIGNATURE :			
Exam Execution Instructions of Faculty of Engineering should be obeyed. Questions are related to 1,4,12 of Program Learning Outcomes			

```

void insertOrdered(DoublyNode* newNode,
                  DoublyNode* current)
{
  if(.....)
  {
    newNode->next      = current;
    newNode->prev      = current->prev;
    current->prev->next = newNode;
    current->prev      = newNode;
  }
  else
    insertOrdered(newNode, current->next);
}

int main()
{
  DoublyLinkedList list; DoublyNode* newNode;

  newNode = new DoublyNode;
  newNode->elem = "Paul"; newNode->score = 720;
  list.insertOrdered(newNode, list.header->next);

  newNode = new DoublyNode;
  newNode->elem = "Rose"; newNode->score = 590;
  list.insertOrdered(newNode, list.header->next);

  newNode = new DoublyNode;
  newNode->elem = "Anna"; newNode->score = 660;
  list.insertOrdered(newNode, list.header->next);

  newNode = new DoublyNode;
  newNode->elem = "Mike"; newNode->score = 1105;
  list.insertOrdered(newNode, list.header->next);
}

```

8 4 12 2 6 10 14 1 3 5 7 9 11 13 15

2. Assume that the numbers above are inserted into a binary tree. Assume again that another 3 new binary trees are generated by the output of the inorder, preorder and postorder traversals of this binary tree. Which of the following is the ascending of the levels of these 3 new binary trees? **(25P)**

You'll loose 5P from wrong answer.

- (A) inorder < preorder < postorder
- (B) inorder < postorder < preorder
- (C) preorder < inorder < postorder
- (D) preorder < postorder < inorder
- (E) postorder < inorder < preorder
- (F) postorder < preorder < inorder

1. Complete the function `insertOrdered()`. **(25P)**

Assume that Header's and Trailer's scores are 0.

You'll loose 5P from wrong answer.

- (A) `if ((current == trailer) || (newNode->score <= current->score))`
- (B) `if ((current->next == trailer) || (newNode->score <= current->score))`
- (C) `if ((current == trailer) || (newNode->score <= current->next->score))`
- (D) `if ((current->next == trailer) || (newNode->score <= current->next->score))`

