1. (12 points) Consider the following Haskell function:

\[
\begin{align*}
    f(0) &= 1 \\
    f(n) &= f(n-1) - n + f(n-1) + 2
\end{align*}
\]

(a) Complete the following table of values of \( f(n) \):

<table>
<thead>
<tr>
<th>n</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>\ldots</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>f(n)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

(b) Show the recursion tree (i.e., draw a tree with one node for each function invocation, where the children of a node are the function calls that it makes) for evaluating \( f(3) \):

(c) Write a Java version of \( f(n) \) which will produce the same results and have the same recursion tree:

(d) Estimate the big-O running time of your function in part (c)

(e) What is an easy way to make this function much more efficient, and what does the big-O running time become?
2. (6 points) What will be the output of the following C++ program?

```cpp
void printem(int n, int a, int &b)
{
    cout << n << ": " << a << " " << b << endl;
    a = 0;
    b = 0;
}

int main()
{
    int x, y;
    int *p, *q;
    x = 4; y = 2; printem(1, x, y);
    x += 3; y += 3; printem(2, x, y);
    p = new int;
    *p = 6; q = &x; printem(3, *p, *q);
    *q = *p; x += 3; printem(4, *p, *q);
    q = p; x += 3; printem(5, *p, *q);
    y = x; x = *p; printem(6, x, y);
}
```

(Recall that `cout << a << b << endl;` is the C++ equivalent of `System.out.print(a); System.out.print(b); System.out.println();`)

3. (2 points) In the above program, what statement needs to be added (and where) to properly deallocate the dynamically allocated memory?
4. (10 points) For these questions, use the following definition for a `Node`:

```java
class Node {
    int item;
    Node next;
}
```

(a) Consider the following Java method (in some class that has access to the definition of `Node`):

```java
void someFunc(Node head) {
    Node p = head;
    Node q;
    while (p != null && p.next != null) {
        q = p.next;
        p.item = p.item + q.item;
        p.next = q.next;
        p = p.next;
    }
}
```

Show the result of executing `someFunc(head)` for the following list:

```
head -> 3 -> 8 -> 5 -> 7
```

(b) If `someFunc` were written in C++, what additional statement would need to be added (and where) to properly deallocate `Node`s?

(c) Using the above definition of `Node`, write a Java method `countOddPairs(Node head)` which returns a count of the number of pairs of adjacent nodes in the list whose sum is odd. For example, calling `countOddPairs(head)` for the above list should return 2, since 3 + 8 and 8 + 5 are both odd, while 5 + 7 is even. Be sure to handle corner cases correctly.
5. (10 points) Here is Java code for one version of the insertion sort algorithm:

```java
public void insertionSort(int[] a, int n)
// sort a[0 .. n-1] into ascending order
{
    for (int k = 1; k < n; k++) {
        // insert a[k] into the sorted region a[0 .. k-1]
        for (int i = k; i > 0 && a[i - 1] > a[i]; i--) {
            int temp = a[i - 1];
            a[i - 1] = a[i];
            a[i] = temp;
        }
    }
}
```

(a) Trace the operation of insertion sort by showing the contents of `a[]` at the end of each pass through the outer loop; use the array `{5, 1, 2, 3, 4}`, where `n = 5`:

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>initial</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

(b) How many item comparisons (`a[i - 1] > a[i]`) are performed in part (a)?

(c) How many swaps are performed in part (a)?

(d) What would be the numbers of comparisons and swaps for the array `{50, 1, 2, ..., 49}`, where `n = 50`?
6. (10 points) Here is Java code for the selection sort algorithm:

```java
public void selectionSort(int[] a, int n)
// sort a[0 .. n-1] into ascending order
{
    for (int k = n - 1; k > 0; k--) {
        // find index of largest item in a[0 .. k]
        int largest = 0;
        for (int i = 1; i <= k; i++) {
            if (a[i] > a[largest]) largest = i;
        }

        // move largest item to position k
        int temp = a[largest];
        a[largest] = a[k];
        a[k] = temp;
    }
}
```

(a) Trace the operation of selection sort by showing the contents of `a[]` at the end of each pass through the outer loop; use the array `{5, 1, 2, 3, 4}`, where `n = 5`:

- Initial: 5 1 2 3 4
- k = 4:
  - 5 1 2 3 4
- k = 3:
  - 5 1 2 3 4
- k = 2:
  - 5 1 2 3 4
- k = 1:
  - 5 1 2 3 4

(b) How many item comparisons (`a[i] > a[largest]`) are performed in part (a)?

(c) How many swaps are performed in part (a)?

(d) What would be the numbers of comparisons and swaps for the array `{50, 1, 2, ..., 49}`, where `n = 50`?
7. (12 points) Consider the following Haskell code defining a datatype of binary trees, a binary search tree insertion function, and a preorder tree traversal:

```haskell
data Tree = Node(Int, Tree, Tree) | Null
bstInsert(x, Null) = Node(x, Null, Null)
bstInsert(x, Node(y, left, right)) =
  if x == y then Node(y, left, right)
  else if x < y then Node(y, bstInsert(x, left), right)
  else Node(y, left, bstInsert(x, right))
preOrder(Null) = []
preOrder(Node(x, left, right)) = [x] ++ preOrder(left) ++ preOrder(right)
```

(Recall that ++ is the list concatenation operator: [1, 2] ++ [3, 4] yields [1, 2, 3, 4].)

(a) Write a Haskell function `find`, with type `(Int, Tree) -> Bool`, such that `find(x, t)` returns `True` if `x` is in the binary search tree `t`, and `False` otherwise:

```haskell
find(x, t) = 
```

(b) Complete the following definition of a Haskell (actually HasCl) function `bstInsertAll`, with type `([Int], Tree) -> Tree`, such that `bstInsertAll(xs, t)` is the result of inserting all of the values from the list `xs` into the binary search tree `t`:

```haskell
bstInsertAll([], t) = __________________________
bstInsertAll([x : xs], t) = bstInsert(x, __________________________)
```

(c) Give a Haskell definition for an inorder traversal function:
8. (8 points) What is the output when the main method of the Mystery class is executed?

```java
public interface LazyList {
    public int next();
}

public class Ints implements LazyList {
    private int n;
    public Ints(int n) {
        this.n = n;
    }
    public int next() {
        n++;
        return n;
    }
}

public class Filter implements LazyList {
    private LazyList list;
    private int p;
    public Filter(LazyList list, int p) {
        this.list = list;
        this.p = p;
    }
    public int next() {
        int n = list.next();
        while (n % p == 0) {
            n = list.next();
        }
        return n;
    }
}

public class Mystery implements LazyList {
    private LazyList list;
    public Mystery() {
        this.list = new Ints(1);
    }
    public int next() {
        int p = list.next();
        list = new Filter(list, p);
        return p;
    }

    private static void test(LazyList x) {
        for (int i = 0; i < 5; i++) {
            System.out.print(x.next() + " ");
        }
        System.out.println();
    }

    public static void main(String[] args) {
        System.out.println("Ints");
        test(new Ints(1));
        System.out.println("Filter");
        test(new Filter(new Ints(1), 2));
        System.out.println("Mystery");
        test(new Mystery());
    }
```