

Atsuto Maki, CSC, KTH

Written exam in the courses

DD2325 Applied Programming and Computer Science
DA7011 Programming and Computer Science for Physicists

13th of January 2014, 14:00 - 19:00

No means of help allowed.

The grades are: E (7 points needed), D (11 points needed), C (15 points needed), B (19 points needed) and A (22 points needed). Bonus points (maximum 5bp) are converted to points (maximum 5p) on the exam.

1. Newton-Raphson method (3 p)

The following program is written to solve the non-linear equation:

$$f(x) = x - \cos(x) = 0.$$

```
#include <stdio.h>
#include <math.h>

double f(double x) {
    return (x-cos(x));
}

double fprime(double x) {
    return (1+sin(x));
}

main() {
    float dx=1, x=0.5;
    int i=0;

    while (fabs(dx) > 1e-12) {
        dx = -f(x) / fprime(x);
        x = x + dx;
        printf("%3d %17.12f %15e\n", ++i, x, dx);
    }
}
```

When the program is run it does not converge. What is the reason for that?
How can one change the code to achieve convergence?

2. Programming concepts (4 p)

- a) Give at least three examples of different datatypes.
- b) Why are datatypes used?
- c) What is meant by call-by-reference and call-by-value?
- d) Give one example of a problem where one can use call-by-reference but NOT call-by-value to solve the problem. Motivate your answer!

3. Sorting (4 p)

- a) Describe and write the algorithm for Merge sort.
- b) Show how the numbers 3 8 1 9 6 7 are sorted according to the Merge sort algorithm.

4. Lists (7 p)

- a) Choose and state the data structures and type definitions in C needed for a *linked list* of integers.
- b) Make a sketch of a list with the integers: 1 3 2 3 1 2 using your data structures and type definitions.
- c) Mention a couple of advantages of *linked lists* over *arrays*.

5. Huffman coding (7 p)

What is the purpose of Huffman coding?

Now imagine that you would like to represent a message MISSISSIPPI in Huffman binary code.

- a) Draw a Huffman tree for encoding the symbols in the message.
- b) Suggest a code word for each symbol.
- c) How many bits are required in total?
- d) How does the length in c) compare with ASCII (using a byte)?

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