



علم دُنیا

**Question No: 1 ( Marks: 1 ) - Please choose one**

If a problem is in NP-complete, it must also be in NP.

▶ **True (Page 178)**

▶ False

**Question No: 2 ( Marks: 1 ) - Please choose one**

If there are n items, there are \_\_\_\_\_ possible combinations of the items.

▶ 2

▶ n

▶  **$2^n$  (Page 92)**

▶  $3^n$

**Question No: 3 ( Marks: 1 ) - Please choose one**

Using ASCII code, each character is represented by a fixed-length code word of \_\_\_\_\_ bits per character.

▶ 4

▶ 6

▶ **8 (Page 99)**

▶ 10

**Question No: 4 ( Marks: 1 ) - Please choose one**

In Knapsack Problem, the thief's goal is to put items in the bag such that the \_\_\_\_\_ of the items does not exceed the limit of the bag.

▶ **Value (Page 91)**

▶ Weight

▶ Length

▶ Balance

**Question No: 5 ( Marks: 1 ) - Please choose one**

The knapsack problem does not belong to the domain of optimization problems.

▶ True

▶ **False (Page 91)**

**Question No: 6 ( Marks: 1 ) - Please choose one**

In Huffman encoding, for a given message string, the frequency of occurrence (relative probability) of each character in the message is determined last.

▶ True

▶ **False (Page 100)**

**Question No: 7 ( Marks: 1 ) - Please choose one**

Fixed-length codes are known for easy break up of a string into its individual characters.

▶ **True (Page 99)**

▶ False

**Question No: 8 ( Marks: 1 ) - Please choose one**

In \_\_\_\_\_ Knapsack Problem, limitation is that an item can either be put in the bag or not-fractional items are not allowed.

▶ 0

▶ 1

▶ **0/1 (Page 91)**

▶ Fractional

**Question No: 9 ( Marks: 1 ) - Please choose one**

The term "coloring" came from the original application which was in architectural design.

▶ True

▶ **False (Page 173)**

**Question No: 10 ( Marks: 1 ) - Please choose one**

In Knapsack Problem, value and weight both are to be under consideration.

- ▶ **True (page 91)**
- ▶ False

**Question No: 11 ( Marks: 1 ) - Please choose one**

Time complexity of DP based algorithm for computing the minimum cost of chain matrix Multiplication is \_\_\_\_\_ .

- ▶ log n
- ▶ n
- ▶ n<sup>2</sup>
- ▶ **n<sup>3</sup> (Page 90)**

**Question No: 12 ( Marks: 1 ) - Please choose one**

In DP based solution of knapsack problem, to compute entries of V we will imply a/an \_\_\_\_\_ approach.

- ▶ Subjective
- ▶ **Inductive (Page 93)**
- ▶ Brute force
- ▶ Combination

**Question No: 13 ( Marks: 1 ) - Please choose one**

A greedy algorithm sometimes works well for optimization problems.

- ▶ **True (Page 97)**
- ▶ False

**Question No: 14 ( Marks: 1 ) - Please choose one**

In Huffman encoding, frequency of each character can be determined by parsing the message and \_\_\_\_\_ how many times each character (or symbol) appears.

- ▶ Printing
- ▶ Incrementing
- ▶ **Counting (Page 100)**
- ▶ Deleting

**Question No: 15 ( Marks: 1 ) - Please choose one**

Greedy algorithm can do very poorly for some problems.

- ▶ **True (Page 97)**
- ▶ False

**Question No: 16 ( Marks: 1 ) - Please choose one**

The Huffman codes provide a method of \_\_\_\_\_ data efficiently.

- ▶ Reading
- ▶ **Encoding (Page 99)**
- ▶ Decoding
- ▶ Printing

**Question No: 17 (Marks: 1) - Please choose one**

In \_\_\_\_\_ based solution of knapsack problem, we consider 2 cases, Leave object Or Take object.

- ▶ Brute force
- ▶ **Dynamic programming (Page 93)**

**Question No: 18 (Marks: 1) - Please choose one**

Those problems in which Greedy finds good, but not always best is called a greedy\_\_\_\_\_.

- ▶ Algorithm
- ▶ Solution
- ▶ **Heuristic (Page 97)**
- ▶ Result

**Question No: 19 (Marks: 1) - Please choose one**

In brute force based solution of knapsack problem, we consider 2 cases, Leave object Or Take object.

- ▶ TRUE
- ▶ **FALSE (Page 97)**

**Question No: 20 (Marks: 1) - Please choose one**

\_\_\_\_\_ problem, we want to find the best solution.

- ▶ Minimization
- ▶ Averaging
- ▶ **Optimization (Page 97)**
- ▶ Maximization

**Question No: 21 (Marks: 1) - Please choose one**

Using ASCII standard the string abacdaacac will be encoded with 10 bytes.

- ▶ **True (Page 101)**
- ▶ False

**Question No: 22 (Marks: 1) - Please choose one**

In \_\_\_\_\_ algorithm, you hope that by choosing a local optimum at each step, you will end up at a global optimum.

- ▶ Simple
- ▶ Non Greedy
- ▶ **Greedy (Page 97)**
- ▶ Brute force

**Question No: 23 ( Marks: 1 ) - Please choose one**

Huffman algorithm uses a greedy approach to generate an prefix code T that minimizes the expected length B (T) of the encoded string.

▶ **True (Page 102)**

▶ False

