Date: 18. 04. 2023

Full Marks: 40

Time : 4 Hours

Instructions:

- Try not to answer more then **Three** questions. The maximum you can score is 40.
- Some of the questions requires files. They can be downloaded from digital version of the question paper kept in the *course webpage*.
- For submission, keep the names of the solution files as MSOx_firstName.c and send them to laltu.sardar[at)outlook[dot)com with subject as "midsem_submission_firstName" with necessary supporting files.
- Please keep your *roll number* and *name* in the header of each solution file.
- Assume inputs are correct to avoid unnecessary error handling.
- 1. Problem id #MS01:
 - Given a word (of maximum 20 characters long) and the path of a file, write a function that outputs 1 if the file contains the word, outputs 0 if it does not contain the word, and outputs -1 if there is any failure to check.
 - Suppose you are given a folder/directory containing a set of n(< 500) documents. Each document has name of the form tcgiai23xyz.txt where xyz is the three digit format of i < n. Suppose each document describes statement of purpose (SOP) for the *i*th candidate having roll number tcgiai23xyz.txt. Print the list of SOPs (filenames only) that contain the given word. Your program should not be case sensitive.
 - Input: path to the directory as user input from the terminal. Download sample files
 - *Output:* Display list of fileNames, each in a new line
 - Possible hint: fopen returns NULL, in case it fails.

[15]

2. Problem id #MS02: A game of number.

Suppose Sruti and Nikhil want to play a game of numbers. Given a natural number N of up to 15 digits, Sruti and Nikhil gets N and N + 9 respectively, in each round, both payers do either the followings (based on user input from the terminal).

- Multiply the digits of the number. If the product becomes a single digit number, then the player declares end, else pass the product to the other player.
- Add the digits of the number, If the sum becomes single digit, then the player declares end, else, pass the sum to the other player.

In the last played round, if both of them declare **end**, the game is a draw, else the declarer becomes the winner. Write a C program that finds the winner of the game. Show status of the game after each round.

Input: N up to 15 digit number. Output: step by step execution of the game with final result. [15]

3. Problem id #MS03:

A complex square matrix is said to be *Hermitian* if $A^* = A$ and *skew-Hermitian* if $A^* = A$ where $A^* = \overline{A}^t$, the complex conjugate transpose of A. Thus, A (of order n) is *Hermitian* if $\overline{a}_{ij} = a_{ij}$ and *skew Hermitian* if $\overline{a}_{ij} = -a_{ij}$ for i = 1, 2, ..., n; j = 1, 2, ..., n. For a complex number a = x + iy, $\overline{a} = x - iy$.

It is a fact that, any complex square matrix A can be expressed as a sum of a Hermitian and a skew-Hermitian matrix as:

$$A = S + K$$
, where, $S = \frac{1}{2}(A + A^*)$ and $K = \frac{1}{2}(A - A^*)$

Given A, output S and K.

- Input: A square matrix kept in the file. Download sample input from here. A square matrix of order n contains n rows. Each row contains 2n float type number where 2ith and (2i + 1)th entries are the real and imaginary part of *i*th complex number of that row (i = 0, 1, ..., n 1).
- Output: Two files $symmetric_part.txt$ and $skew_symmetric_part.txt$ for S and K respectively.
- The format of the input/output matrices is as usual where the first line contains number of rows, and second line onward contains the rows of the matrix, each entry separated by a space.

[15]

4. Problem ID # MS04: Consider a special list structure struct special_list {int n; int k; int *A }; where A is an integer array of length always multiple of $k (\geq 2)$ and n is the total number of integers stored in that array, from index 0 to index n-1.

Write two operations *insert* and *delete* as follows.

- insert(L, x): inserts an integer x in the List at index n and update n = n + 1. If L is already fill, at first extend the array keeping the length multiple of k.
- delete(L, x): deletes all appearances of an integer x in the array L. After deletion, it rearranges the elements in the array. It reallocates the memory so that its length remains multiple of k not keeping more than k 1 entries empty.
- Input: The number of inputs n followed by the inputs as

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\begin{array}{l}n\\op_1 \ val_1\\op_2 \ val_2\\\vdots\\op_n \ val_n\\ \text{where } op_i \in \{+, -\} \text{ and } val_i \text{s are positive integers.}\\ \text{Here is a sample input.}\end{array}
```

• Output: input values followed by the elements in the list. E.g.,

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op_1 \ val_1 \Longrightarrow \ L[0], \ L[1], \dots
op_2 \ val_2 \Longrightarrow \ L[0], \ L[1], \dots
\vdots
op_n \ val_n \Longrightarrow \ L[0], \ L[1], \dots
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[15]