

The complete cheat sheets from both midterms are at the back.

Sorting

Pseudocode for MergeSort:

```
int[] mergeSort(int[] sortme) {
    if (sortme.length == 1) {
        return sortme;
    }

    // Copy (but do not sort or otherwise re-order) the two halves.
    int[] lefts = copyLeftHalf(sortme);
    int[] rights = copyRightHalf(sortme);

    lefts = mergeSort(lefts);
    rights = mergeSort(rights);

    // merge takes in two sorted arrays and merges them into a
    // single sorted array.
    return merge(lefts, rights);
}
```

Graphs

One possible implementation of a graph (An “adjacency list”):

```
// One node, and its neighbors.
class GraphNode {
    // Label of this node.
    public String myLabel;
    // Adjacent nodes.
    public ArrayList<GraphNode> myNeighbors;
    // myNeighbors.get(0) has label myEdgeLabels.get(0).
    public ArrayList<String> myEdgeLabels;

    /* Constructor, getters, setters, methods etc. elided. */
}

// The graph itself.
class Graph {
    public ArrayList<GraphNode> myNodes;
    /* Constructor, getters, setters, methods etc. elided. */
}
```

Another possible implementation of a graph (an “adjacency matrix”):

```
class Graph {
    // If myMatrix[i][j] == true, there's an edge from node i to node j.
    // NOTE THAT this does not necessarily mean there's an edge from j to i!
    public boolean[][] myMatrix;
    // Instance variables for storing labels elided, as are constructors,
    // methods, etc.
}
```

x-first search

The following code implements breadth-first search. If the Queue is replaced by a Stack, it implements depth-first search. If the Queue is replaced by a Priority Queue, it implements informed search (informed by whatever the ordering on the nodes is).

```
void BFS(GraphNode n) {
    Queue<GraphNode> q = new Queue<GraphNode>();
    Set<GraphNode> visited = new HashSet<GraphNode>();
    q.add(n);
    visited.add(n);

    while (q.size() > 0) {
        GraphNode n = q.poll();

        // "Iterate through the neighbors." May look different depending on
        // how your graph is stored.
        for (GraphNode n2 : n.getNeighbors()) {
            if (!visited.contains(n2)) {
                q.add(n2);
                visited.add(n2);
            }
        }
    }
}
```