



## COURSE DESCRIPTION FORM

**INSTITUTION** National University of Computer and Emerging Sciences (NUCES-FAST)  
BS(CS)

**PROGRAM (S) TO BE  
EVALUATED**

### A. Course Description

<b>Course Code</b>	CS2001
<b>Course Title</b>	Data Structures
<b>Credit Hours</b>	3+1
<b>Prerequisites by Course(s) and Topics</b>	Object-oriented Programming (CS217)
<b>Assessment Instruments with Weights</b> (homework, quizzes, midterms, final, programming assignments, lab work, etc.)	Midterm Exam 1: 15 (1 Hour written exam) Midterm Exam 2: 15 (1 Hour written exam) Project: 8 Quizzes: 12 (Quizzes and one hackathon) Final: 50 (3 Hours Written Exam)
<b>Course Coordinator</b>	Dr. Jawwad A Shamsi
<b>URL (if any)</b>	-
<b>Current Catalog Description</b>	-
<b>Textbook (or Laboratory Manual for Laboratory Courses)</b>	<b><u>Textbook:</u></b> Data Structures and Algorithms in C++ 4th Edition by Adam Drozdek <b><u>Reference books:</u></b> Data Structure and Algorithms Analysis in C++ Mark Allen



	Using C++ -- A Practical Implementation by Sachi Nandan Mohanty and Pabitra Kumar Tripathy																								
Reference Material	Data Structures Using C++ by VARSHA H. PATIL Oxford University Press Data Structures and Algorithm Analysis by Clifford A. Shaffer Open Data Structures in C++ Open Data Structures in Java																								
Course Goals	<table><tr><th colspan="3">A. Course Learning Outcomes (CLOs)</th></tr><tr><td>1.</td><td><i>Use &amp; explain</i> concepts related to basic and advanced data structures and describe their usage in terms of common algorithmic operations [Bloom's Taxonomy Level: 3, Learning Domain: Cognitive]</td><td></td></tr><tr><td>2.</td><td><i>Solve</i> recursive problems efficiently using Backtracking [Bloom's Taxonomy Level: 3, Learning Domain: Cognitive]</td><td></td></tr><tr><td>3.</td><td><i>Compare</i> different data structures in terms of their relative efficiency and <i>design</i> effective solutions and algorithms that make use of them. [Bloom's Taxonomy Level: 6, Learning Domain: Cognitive &amp; Psychomotor]</td><td></td></tr><tr><td>4.</td><td><i>Transform</i> cycling-bearing graphs into acyclic tree structures for minimum cost traversal [Bloom's Taxonomy Level: 6, Learning Domain: Cognitive &amp; Psychomotor]</td><td></td></tr><tr><th colspan="3">B. Program Learning Outcomes</th></tr><tr><td>1. Computing Knowledge</td><td>Apply knowledge of mathematics, natural sciences, computing fundamentals, and a computing specialization to the solution of complex computing problems.</td><td>CLO-1</td></tr><tr><td>2. Problem Analysis</td><td>Identify, formulate, research literature, and analyze complex computing problems, reaching substantiated conclusions using first principles of mathematics, natural sciences, and computing sciences.</td><td>CLO-2</td></tr></table>	A. Course Learning Outcomes (CLOs)			1.	<i>Use &amp; explain</i> concepts related to basic and advanced data structures and describe their usage in terms of common algorithmic operations [Bloom's Taxonomy Level: 3, Learning Domain: Cognitive]		2.	<i>Solve</i> recursive problems efficiently using Backtracking [Bloom's Taxonomy Level: 3, Learning Domain: Cognitive]		3.	<i>Compare</i> different data structures in terms of their relative efficiency and <i>design</i> effective solutions and algorithms that make use of them. [Bloom's Taxonomy Level: 6, Learning Domain: Cognitive & Psychomotor]		4.	<i>Transform</i> cycling-bearing graphs into acyclic tree structures for minimum cost traversal [Bloom's Taxonomy Level: 6, Learning Domain: Cognitive & Psychomotor]		B. Program Learning Outcomes			1. Computing Knowledge	Apply knowledge of mathematics, natural sciences, computing fundamentals, and a computing specialization to the solution of complex computing problems.	CLO-1	2. Problem Analysis	Identify, formulate, research literature, and analyze complex computing problems, reaching substantiated conclusions using first principles of mathematics, natural sciences, and computing sciences.	CLO-2
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			<b>3.Design/Develop Solutions</b> Design solutions for complex computing problems and design systems, components, and processes that meet specified needs with appropriate consideration for public health and safety, cultural, societal, and environmental considerations.	CLO-3
			<b>4. Investigation &amp; Experimentation</b> Conduct investigation of complex computing problems using research based knowledge and research based methods	CLO-4

  

C.      Relation between CLOs and PLOs (CLO: Course Learning Outcome, PLOs: Program Learning Outcomes)													
		PLOs											
		1	2	3	4	5	6	7	8	9	10	11	12
C L O s	1	✓											
	2		✓										
	3			✓									
	4				✓								

  

<b>Topics Covered in the Course, with Number of Lectures on Each Topic</b> (assume 15-week instruction and one-hour lectures)	<b>1. Topics to be covered:</b>				
	List of Topics		No. of Weeks	Contact Hours	CLO
	ADT, C++ Language Specification, Pointers revisited, Rule of Three, Dynamic Safe Arrays		1	3	1
	Elementary Sorting Techniques		1	3	1,3



4	List (Singly Linked List), List (Doubly Linked List), List (Circular Linked List)	2	6	1, 3	
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	Recursion, it's types, issues and Backtracking (with examples)	1	3	2
	<b>===== Mid-term 1 Exam =====</b>			
	Advanced Sorting Techniques and their issues, Linear, Binary & Interpolation Search	1	3	3
	Stack, Queue, their implementation strategies and applications(Simulation of recursion)	1	3	1, 3
	Binary trees and their properties (Full Binary Tree, Complete Binary Tree), Multi-way Trees/Tries Binary Search Trees, their operations and applications, skewness and issues	2	7	1, 2, 3
	Balance in Binary Search Trees, AVL Trees	1	3	2, 3
	<b>===== Mid-term 2 Exam =====</b>			
	Priority Queues, Heaps as Priority Queues	1	3	1, 3
	Hashing, Hash Functions, Collision-resolution Techniques, Rehashing	1	3	1, 3
	Graphs and their representation and traversal, Shortest Path Problem,	1	3	4
	Minimum Spanning Trees, Graph Algorithms, Topological Sort	1	3	4
	<b>===== Final Exam =====</b>			
	<b>Total</b>	<b>16</b>	<b>48</b>	
<b>Laboratory Projects/Experiments Done in the Course</b>	<p>There will be weekly labs starting from the first week. The following is a summary of the Lab exercises given to Students:</p> <ul style="list-style-type: none"> <li>• Introduction to Data Structures and their implementation.</li> <li>• Writing &amp; using dynamic safe arrays</li> <li>• Solving recursive problems using Backtracking in programs</li> <li>• Implementation of Linked Lists</li> <li>• Linked List based implementation of primitive Data Structures</li> <li>• Implementing Sorting Algorithms</li> <li>• Implementing Binary Trees and writing functions for their properties</li> <li>• Implementing Binary Search Trees using Structures and Classes</li> </ul>			



	<ul style="list-style-type: none"> <li>• Writing functions for tree traversal and maintaining balance</li> <li>• Implementing graphs and writing functions for their traversal</li> </ul>			
<b>Programming Assignments Done in the Course</b>	to Backtracking, Stacks & Queues, Binary Search Trees and traversal			
<b>Class Time Spent on (in credit hours)</b>	<b>Theory</b>	<b>Problem Analysis</b>	<b>Solution Design</b>	<b>Social and Ethical Issues</b>
	15	15	13	0
<b>Oral and Written Communications</b>	Every student is required to submit at least <u>  1  </u> written report of typically <u>  6  </u> pages and to make <u>  1  </u> oral presentations of typically <u>  10  </u> minute's duration. Include only material that is graded for grammar, spelling, style, and so forth, as well as for technical content, completeness, and accuracy.			

**Instructor Name:**

**Instructor Signature:** \_\_\_\_\_

**Date:**