



# **MULTIMEDIA UNIVERSITY OF KENYA**

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***Leader in Innovative Technology***

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## **FACULTY OF COMPUTING AND INFORMATIN TECHNOLOGY**

### **DEPARTMENT OF INFORMATION TECHNOLOGY**

#### **COURSE OUTLINE**

**UNIT CODE: CCS 2214 UNIT NAME: DATA STRUCTURES AND ALGORITHM**

**LECTURER NAME: MR. KELVIN KARIUKI**

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**Prerequisite:** Introduction to Programming and Algorithms, Object Oriented Programming I

#### **Purpose;**

To enable the learner to understand concepts and applications of data structures and algorithms.

#### **Learning outcomes**

By the end of this course unit the student should be able to:

1. Explain the concept of an abstract data type
2. Describe the various data structures and their implementation
3. Explain the different sorting and searching techniques
4. Implement data structures on large scale applications

#### **Course Description;**

Introduction to data structures and algorithms: definitions and uses of data structures and algorithms, role of data structures and algorithms programming, choice of data structures and algorithms. Elementary data structures: list, queue, stack, tree, records, arrays; types of list: linear-linked list, doubly linked list, circular linked list, circular doubly linked list; types of queue: circular queue; types of trees: AVL tree, red black trees, b-trees; graphs; array based and pointer-based implementation of data structures, hashing, heap, linear, binary search algorithms; sorting algorithms; depth-first, breadth, hill-climbing, least-cost search algorithms using either a structured programming language or an OOP language such as C++, JAVA, C#, Python Practical implementation of Data Structures and search strategies.

**Content Summary:**

<b>Lecture/Week</b>	<b>Course content</b>	<b>Remarks</b>
1	<ul style="list-style-type: none"> <li>• Introduction to DSA</li> <li>• Recursion</li> <li>• Big O Notation</li> </ul>	Theory and Practical
2	<ul style="list-style-type: none"> <li>• Arrays</li> <li>• Lists</li> <li>• Dictionaries</li> <li>• Tuples</li> </ul>	Theory and Practical
3	<ul style="list-style-type: none"> <li>• Linked Lists</li> <li>• Circular Singly Linked Lists</li> <li>• Doubly Linked Lists</li> <li>• Circular Doubly Linked Lists</li> </ul>	Theory and Practical
4	<ul style="list-style-type: none"> <li>• Stack</li> <li>• Queue</li> </ul>	Theory and Practical
5	<ul style="list-style-type: none"> <li>• Binary Tree</li> <li>• Binary Search Tree</li> <li>• AVL Tree</li> <li>• Binary Heap</li> </ul>	Theory and Practical
6	<ul style="list-style-type: none"> <li>• Trie</li> <li>• Hashing</li> <li>• Sort Algorithms</li> </ul>	Theory and Practical
7	<ul style="list-style-type: none"> <li>• Search Algorithms</li> <li>• Graph Algorithms</li> <li>• Graph Traversal Breadth First Search and Depth First Search</li> </ul>	Theory and Practical
8	<ul style="list-style-type: none"> <li>• Topological Sort Algorithm</li> <li>• Single Source Shortest Path</li> <li>• Graph Algorithms Dijkstra's Algorithm</li> </ul>	Theory and Practical
9	<ul style="list-style-type: none"> <li>• Graph Algorithms Bellman Ford Algorithm</li> <li>• All Pairs Shortest Path</li> </ul>	Theory and Practical
10	<ul style="list-style-type: none"> <li>• Graph Algorithms Floyd Warshall Algorithm</li> <li>• Minimum Spanning Tree Disjoint Set</li> </ul>	Theory and Practical
11	<ul style="list-style-type: none"> <li>• Graph Algorithms Kruskal and Prim's Algorithms</li> <li>• Greedy Algorithms</li> </ul>	Theory and Practical
12	<ul style="list-style-type: none"> <li>• Divide and Conquer Algorithms</li> </ul>	Theory and Practical
13	<ul style="list-style-type: none"> <li>• Dynamic Programming</li> </ul>	
14	<ul style="list-style-type: none"> <li>• Revision</li> </ul>	
15 & 16	<ul style="list-style-type: none"> <li>• End of Semester Exams</li> </ul>	

**Teaching Methodologies;**

Lectures, Guest Lectures, Practical Sessions and Tutorials.

**Instructional Materials/Equipment;**

1. LCD Projector
2. Whiteboard
3. Textbooks, Computers and Internet.

**Course Assessment;**

Continuous Assessment Tests	30%
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End of Semester Examination	70%
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**Course Textbooks;**

1. Michael, T. and Roberto, T. (2013). *Data Structures and Algorithms in Python*.
2. Antii, L. (2017). *Guide to Competitive Programming*. ISBN 978-3-319-72546-8
3. Parker, A. (2018). *Data Structures and Algorithms in C++* (1<sup>st</sup> ed.) Routledge; ISBN-10: 0849371716
4. Weiss, M. A. (2013). *Data Structures and Algorithms in C++* (4<sup>th</sup> ed.) Pearson; ISBN-10: 013284737X

**Reference Textbooks;**

1. Karumanchi, N. (2016) *Data Structures and Algorithms Made Easy* (5<sup>th</sup> ed.) Career Monk Publications; ISBN-10: 819324527X

**Course Journals;**

1. International Journal of Advanced Computer Science and Technology (IJACST)
2. Journal of Computer and System Sciences
3. Advances in Computational Sciences and Technology (ACST)

**Reference Journals;**

1. International Journal of Computational Science and Engineering (IJCSE)
2. International Journal of Information Science and Education (IJISE)
3. Global Journal of Computational Intelligence Research (GJCIR)