

ĐẠI HỌC ĐÀ NẪNG

TRƯỜNG ĐẠI HỌC CÔNG NGHỆ THÔNG TIN VÀ TRUYỀN THÔNG VIỆT - HÀN

VIETNAM - KOREA UNIVERSITY OF INFORMATION AND COMMUNICATION TECHNOLOGY

한-베정보통신기술대학교

Nhân bản – Phụng sự – Khai phóng

Data Structures & Algorithms

Course Introduction



OUTLINE

- Course Information
- Objectives
- Contents
- Assignments and Labs
- Grading Information
- Textbook and References



Prerequisite

- Programming in C/C++
- Number of credits: 03
 - Theory sessions: 02 credits
 - Practice sessions: 01 credits
- Plan for 15 weeks
 - 2 theory periods / session / week
 - 2 practice periods / session / week



- Understand and present data structures and algorithms
- Understand graph representations and algorithms
- Understand algorithm analysis
- Be able to translate high-level, abstract data structure and algorithm descriptions into concrete code
- Be able to apply data structures and algorithms to solve problems
- Develop communication, thinking and problem solving skills
- Develop professional attitude



- Course introduction
- C/C++ Review
- Algorithm Analysis
- Linked Lists
- Stacks
- Queues
- Searching & Sorting Algorithms

- Binary Tree
- Binary Search Tree
- Heaps
- Graphs
- Hash Table



Assignments

 Assignments are given after theory session, students should do in class and at home

Labs

- 8 labs will be done
- Solving some problems by using data structures and algorithms



- Participation, Attendance: 10%
- Assignments, Labs: 20%
- Midterm exam: 20%
 - Written test
- Final exam: 50%
 - Multiple choice questions



Textbook

• M.A. Weiss, Data Structures and Algorithm Analysis in C, 2nd Edition, Pearson, 1997

References

- Jiman Hong, Nguyễn Văn Lợi, Nguyễn Phương Tâm, Ninh Khánh Chi, Cấu trúc dữ liệu, Nhà xuất bản TT&TT, 2019
- Đỗ Xuân Lôi, Cấu trúc dữ liệu và giải thuật, ĐHQG Hà Nội, 2006



- Data structures: conceptual and concrete ways to organize data for efficient storage and efficient manipulation
- Employment of this data structures in the design of efficient algorithms
- Analysis of the algorithm complexity



- Requirements for a good software
 - Good detailed design
 - Easy maintenance
 - Reliable
 - Easy to use
 - Reusable

- **⇒** Efficient data structure
- **⇒** Efficient algorithms



- We want to develop a program to manage students including some functions:
 - Adding new students
 - Modifying student information
 - Searching and sorting students
 - Storing student information

⇒ How can you solve this problem?









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Enjoy the Course...!