

# Computer Science for JavaScript

Coding Boot Camp

Module 17





**What is computer science?**

# What Is Computer Science?

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01

Computer science is formally known as “the study of computers and computational systems.”

02

The study of the design, development, and analysis of software systems.

03

The art of telling a computer what to do through a set of instructions.



**How will understanding computer science make us better programmers?**

# The Benefits of Understanding Computer Science

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These concepts often appear during technical interviews.



When inheriting large codebases, you might be asked to optimize code efficiency.



Understanding what makes up a program will help us design software more efficiently.



Discovering how a program executes can tell us how to avoid performance issues.



**Computational thinking** refers to the formulation of a solution using logic, patterns, and problem-solving methods.



**Which computer science  
concepts will we learn?**

# Computer Science Concepts

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## Algorithms

We will learn about algorithms and how to gauge their performance.

## Data Structures

We will learn about data structures and how they are implemented in JavaScript.



What is Big O notation?



# Big O Notation

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Big **O** notation helps us describe how runtime will scale when we increase input size **(n)**.



It is denoted with a capital **O** alongside the growth factor (in parentheses).



**Example:** The time complexity of simple search is  **$O(n)$**



**What is a data structure?**

# What is a Data Structure?

---

01

A way of storing data so that it can be used efficiently by the computer or browser.

02

It is built upon simpler primitive data types (like variables).

03

It is non-opinionated, in the sense that it is only responsible for holding the data.

Example Data Structure: Arrays

```
var favFoods = ["Pickles", "Onions", "Carrots"]
```



**Why is computer science a common category  
for technical interview questions?**

# Computer Science in Technical Interviews

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01

Understanding computer science fundamentals shows that you know how a program functions and how to make it faster and more efficient.

02

Many candidates are computer science graduates.



03

Comprehending the use cases of data structures and the algorithms that manipulate them will help you create more performant applications.



# Instructor Demonstration

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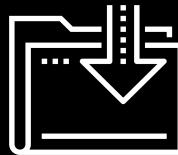
## Mini-Project



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# Big O Notation

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Which function is more efficient?



Which has fewer instructions?

```
function list_items (list) {  
  for (var i = 0; i < list.length; i += 1) {  
    // Log each item in the array  
    console.log(list[i]);  
  }  
}  
  
function head (list) {  
  // Return first item of a list  
  return list[0];  
}
```





**Count the  
instructions!**

# Count Instructions

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**head** = 1 instruction

## Count Instructions

---

```
list_items = n instructions
```

...

```
(n = list.length)
```

# The Verdict

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**head** is more efficient.

But `list_items` isn't bad.

**head** always executes one  
instruction...

...no matter how long the array is.

# Quantifying Efficiency

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**head** takes the same amount of time on any input

```
// Three elements...  
var names = ['Gogol', 'Pushkin', 'Dostoevsky'];  
  
// One thousand elements...  
var huge_array = generate_array(1000);  
  
// ...But these statements take  
// the same amount of time.  
console.log( head(names) );  
console.log( head(huge_array) );
```



# Quantifying Efficiency

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`list_items` needs `n` instructions

# Quantifying Efficiency

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One `console.log` per item:

```
function list_items (list) {  
  for (var i = 0; i < list.length; i += 1) {  
    // Log each item in the array  
    console.log(list[i]);  
  }  
}
```



# Quantifying Efficiency

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`console.log` is fast...

# Quantifying Efficiency

---

...but not free.

Longer arrays = more time

# Quantifying Efficiency

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Double array length = Double time  
Triple array length = Triple time

In other words...

# Quantifying Efficiency

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The running time of `head` and `list_items` scale differently.





**Time complexity** =  
the rate at which algorithm **slows**  
as input **grows**.

**head** is **always** one instruction.



Running time **does not** slow for  
larger inputs.

In other words...

The running time of **head**  
is **constant**.

# Quantifying Efficiency

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`list_items` takes `n` instructions



Running time **depends on**  
**array.**

Double array length,  
double time,  
etc...



Running time **increases**  
**linearly** with array length.

# Big O Notation

# Big O - Meet “Winston The Carrier Pigeon”

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The Unlimited - South Africa - 2009



# Big O - “Pigeon Wins!”

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## BBC News - SA pigeon 'faster than broadband'

[news.bbc.co.uk/2/hi/africa/8248056.stm](http://news.bbc.co.uk/2/hi/africa/8248056.stm) ▼

Sep 10, 2009 - Winston the pigeon carries a 4GB memory stick across South Africa faster ... The idea for the race came when a member of staff at Unlimited IT ...

## Pigeon transfers data faster than South Africa's Telkom | Reuters

<https://www.reuters.com/...safrica-pigeon/pigeon-transfers-data-faster-than-south-afric...> ▼

Sep 10, 2009 - A South African information technology company on Wednesday proved it ... from a memory card carried by the pigeon, in Durban, September 9, 2009. ... 80 km (50 miles) from Unlimited IT's offices near Pietermaritzburg to the ...

## Carrier Pigeon Faster Than Broadband Internet - Phys.org

<https://phys.org › Technology › Telecom> ▼

Sep 11, 2009 - (PhysOrg.com) – In South Africa, a carrier pigeon carrying a 4GB memory stick proved to be faster ... One of Unlimited IT's employees complained about the slow speed of data transmission on ADSL, ... 2009 PhysOrg.com.

## Pigeon beats Telkom - News24

<https://www.news24.com/SciTech/News/Pigeon-beats-Telkom-20090909> ▼

Sep 9, 2009 - South Africa's most famous pigeon, left Howick just after 10:00 on Wednesday ... The Unlimited Group initiated the pigeon race after intensive research ... "Yeah thats why this #pigeonrace2009 is a great spectacle of telecoms ...

## South Africa's Internet: Not faster than a speeding pigeon – Foreign ...

<https://foreignpolicy.com/2009/.../south-africas-internet-not-faster-than-a-speeding-pi...> ▼

Sep 10, 2009 - South African tech company Unlimited IT was so frustrated with the slow Internet speeds provided by Telkom, one of South Africa's biggest internet providers, that it hired a pigeon



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