

CSE 220

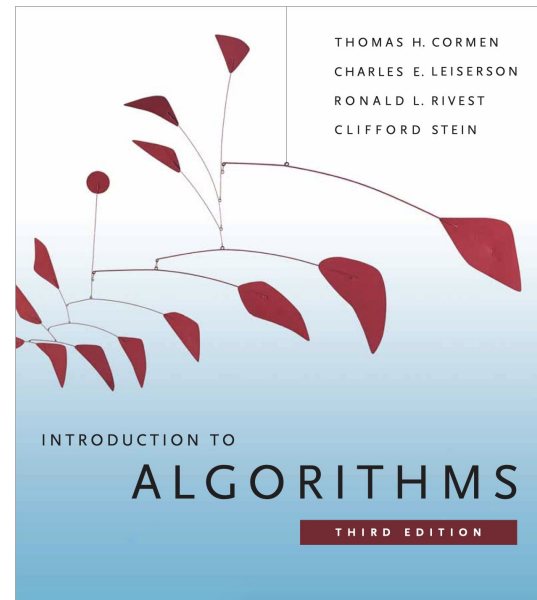
Data Structures

Lecture 00: Introduction



Reference Books

- **Algorithms, 4th Edition by Robert Sedgewick and Kevin Wayne**
- Introduction to Algorithms (Third Edition) by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein



Class Information

- This is a 3 credit course
- So, there will be $3+1 = 4$ quizzes
- Out of these, best three will be selected



Mark Distribution (May Change Later)

| Assessment Tools | Weightage (%) |
|----------------------------------|---------------|
| Class Participation & Attendance | 5% |
| Quizzes | 15% |
| Midterm Exam | 20% |
| Lab | 25% |
| Final Exam | 35% |

Contact Information

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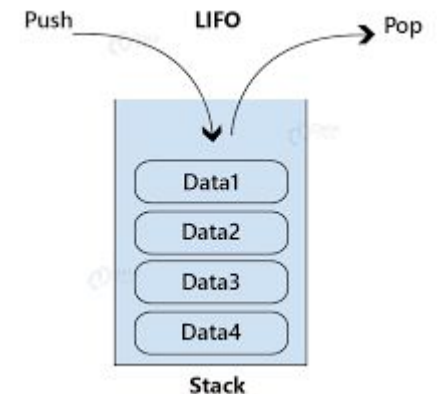
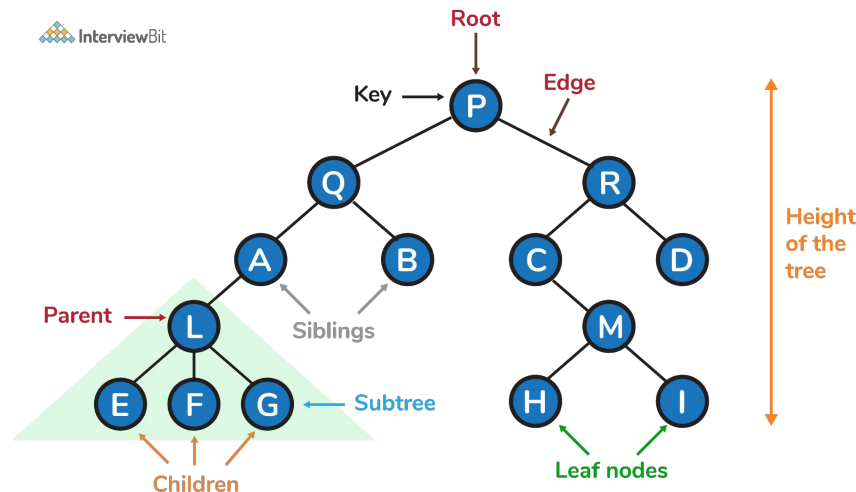
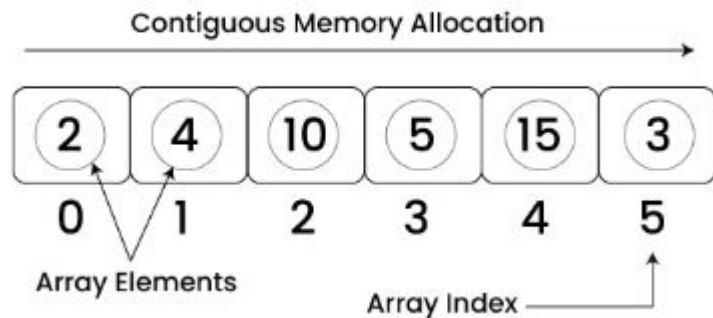
Prerequisites

- Java concepts (start revising!)
 - Class, methods, fields, objects, public/private access modifiers, inheritance, interface
- Array creation, traversal, 1D & 2D arrays
- <https://forms.gle/u1zvA7ezXAJod9eYA>



Why Data Structures?

- As we write programs, we will need to store, retrieve, modify or delete data frequently.
- We want these operations to be as efficient and as fast as possible
- A data structure is a way of organizing and storing data so it can be used efficiently. Examples include arrays, lists, stacks, and trees.



Java Review

https://drive.google.com/file/d/1_g4HU6aAXMEssi_ALG0Uh7G9MfYIp_o22/view?usp=sharing

- We will use **IntelliJ IDEA** for our Java IDE
- VSCode will work as well



Java Review

| Concept | Description | Example |
|--------------------|---|--|
| Class | Blueprint for objects | <code>class Car {}</code> |
| Fields | Variables inside a class | <code>int speed;</code> |
| Methods | Functions inside a class | <code>void displayInfo() {}</code> |
| Object | Instance of a class | <code>Car car1 = new Car();</code> |
| Public | Accessible anywhere | <code>public void show()</code> |
| Private | Accessible within class only | <code>private int age;</code> |
| Inheritance | One class acquires another's properties | <code>class Dog extends Animal {}</code> |
| Interface | Contract for classes to implement | <code>interface Vehicle {}</code> |

Resources

- <https://www.youtube.com/watch?v=Qmt0QwzEmh0&list=PLDV1Zeh2NRsB6SWUrDFW2RmDotAfPbeHu>
 - Excellent explanation and visualization
 - Contains almost all the topics we will teach in this course
- https://www.youtube.com/@abdul_bari/videos
- You will find almost all the topics of this course (+algorithms) in these two channels

Resources

- <https://algs4.cs.princeton.edu/home/>
 - Created by the authors (Robert Sedgewick, Kevin Wayne)
- <https://www.coursera.org/learn/algorithms-part1>
- <https://www.coursera.org/learn/algorithms-part2>
 - Both are completely free!
 - Amazing lectures by the authors!



Java Resources

- <https://www.w3schools.com/java/>
- https://www.youtube.com/watch?v=23HFXAPyJ9U&list=PLZPZq0r_RZOOj_NOZYq_R2PECIMglLemc

