



CSC 301: Data Structures and Algorithms

Course Overview

Denis L. Nkweteyim



CSC 301: Data Structures and Algorithms

- Schedule

- Mondays: 07:00 – 09:00 @ Amphi 150 D
- Wednesdays: 13:00 – 15:00 @ CRB II, 150A

- Instructors

- Dr. Denis L. Nkweteyim
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Recommended Readings

- Algorithms in C: Fundamentals, data structures, sorting, searching by Sedgewick (1998)
- Algorithms in C: Graph algorithms by Sedgewick (2002)



Expected Pedagogic Activities

- Teaching
 - Lectures: 35 hours
 - Tutorials: 5 hours
 - Practicals: 20 hours
- Largely practical course
 - Student should spend significantly more time outside class hours than indicated above, doing practical work (writing and understanding code)
 - Tutorials are designed to reinforce the lectures
 - Will be given at appropriate times in the course of the semester
- No substitute for attending class
 - Understanding concepts presented will be essential
 - Simply trying to cram the material will not help



Evaluation

- CA - 30 %
- Semester Exam: 70 %
- Note
 - Both CA and semester exam will be highly biased towards programming



Some advice

- Don'ts

- Skip lectures & tutorials
- Cram close to exam time
- Expect the exam to be a memory test

- Dos

- Attend lectures & tutorials
- Practice the skills you learn immediately
- Expect a problem-solving exam



Course overview

- Algorithm

- A problem-solving method
- Implemented in a computer as a program
- Generally
 - Independent of the machines on which they are implemented
 - Independent on a particular compiler or programming language



Course overview

- Data structure

- Most algorithms involve methods of organizing the data involved in the computation
- Data objects created in this way are called data structures



Course overview

- Problem-solving

- Programmer chooses from a number of different algorithms
- For small problems
 - Does not matter much which approach is used
 - Gain in time if the most efficient algorithm is chosen might be negligible
- For large complex problems
 - Need to choose algorithms that manage space (memory) and time well
 - Carefully designed algorithm may reduce computation time by a factor of thousands, if not millions of times over a poorly designed one
- Well-designed algorithms pay off far better than more sophisticated hardware (faster processors, larger memories)
 - Improvement factor of thousand or even millions vs improvement factor of about 10 – 100



Course overview

- Choice of which algorithm to use can be complicated, involving sophisticated mathematical analysis
 - Course examines algorithms and data structures
 - Algorithms
 - Basic methods to analyze algorithms to determine their efficiencies
 - Consideration of a number of standard algorithms
 - Data structures
 - Study of a range of data structures
 - Arrays, linked lists, strings, recursive data structures, and abstract data types like stacks and queues, and
 - Algorithms that make use of these data structures
 - Sorting, searching, tree and graph algorithms
 - Concrete implementations of data structures and algorithms in the C programming language