

# CS2302 Data Structures

## Spring 2023

### 1. General Information

#### Instructor:

Olac Fuentes

Email and MS Teams: ofuentes@utep.edu

Web: [www.cs.utep.edu/ofuentes](http://www.cs.utep.edu/ofuentes)

Office hours: Mondays 3:00-4:30pm and Wednesdays 1:00-2:30pm in CCSB 3.0412 or MS Teams.

Feel free to contact on MS Teams at other times.

#### Meeting times and place:

- Tuesdays and Thursdays 12:00 – 1:20 p.m. in LART 222 (CRN 21368)
- Tuesdays and Thursdays 3:00 – 4:20 p.m. in CCSB 1.0202 (CRN 24011)

#### Teaching Assistants (TA):

Md. Mahmudulla Hassan

Email and MS Teams: mhassan@miners.utep.edu

Office hours: TBA

Sayed Mohsin Reza

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Office hours: TBA

#### Instructional Assistants (IAs):

Aaron Cardiel

Email and MS Teams: aicardiel@miners.utep.edu

Office hours: TBA

William T. Dunlap

Email and MS Teams: wtdunlap@miners.utep.edu

Office hours: TBA

Esteban Lozano

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Office hours: TBA

Andres Segura

Email and MS Teams: asegura3@miners.utep.edu

Office hours: TBA

**Remote office hours request:** We request that you turn on your camera for remote meetings.

**MS Teams availability:** Feel free to send questions through MS Teams to any member of the instructional staff; we will reply as soon as we can.

**Grading Responsibilities:** If you have a question about the grading of a particular assignment, please contact the staff member responsible for that item. If the issue cannot be solved, contact the instructor. Grading responsibilities are as follows:

- Exams: Fuentes
- Lab Assignments: Hassan (21368), Reza (24011)
- Quizzes and homework: Cardiel (21368), Lozano (21368), Dunlap (24011), Segura (24011)

**Textbook:**

Introduction to Python Programming and Data Structures, Y. Daniel Liang, Pearson (eText), Second Edition.

## 2. Objectives and Outcomes

This is the third and final course in the fundamental computer science sequence. Students will learn about fundamental data structures and analysis and design of algorithms.

**Level 3: Synthesis and evaluation:**

Level 3 outcomes are those in which the student can apply the material in new situations. This is the highest level of mastery. On successful completion of this course students will be able to:

1. Given a problem, judge which data structures are required to solve it efficiently and justify the selection.
2. Solve problems using arrays and lists.
3. Given a non-recursive algorithm examine its loop structure, assess its asymptotic running time in relation to the size of the input, and express it using big-O notation.
4. Given a recursive algorithm, examine its structure, formulate, and solve a recurrence equation defining its running time in relation to the size of the input, and express it using big-O notation.
5. Design and implement solutions to computational problems based on iteration and recursion.
6. Trace the behavior of functions and algorithms involving iteration and recursion.

**Level 2: Application and analysis:**

Level 2 outcomes are those in which the student can apply the material in familiar situations, e.g., can work a problem of familiar structure with minor changes in the details.

Upon successful completion of this course, students will be able to:

1. Describe, implement, and use the following data structures:
  - a) Heaps
  - b) Balanced search trees
  - c) Graphs
2. Solve problems using hashing, specifically using language-specific data structures (e.g., sets and dictionaries in Python)
3. Describe, implement, and apply the following graph algorithms:
  - a) Breadth-first search
  - b) Depth-first search
  - c) Topological sorting
  - d) Minimum spanning trees (Kruskal's and Prim's)
  - e) Single-source shortest paths (Dijkstra's algorithm)
4. Assess space requirements of algorithms in relation to the size of their inputs.

**Level 1: Knowledge and comprehension:**

Level 1 outcomes are those in which the student has been exposed to the terms and concepts at a basic level and can supply basic definitions. On successful completion of this course, students will be able to:

1. Identify and explain the following algorithm design techniques:

- a) Greedy algorithms
- b) Divide and conquer
- c) Dynamic programming
- d) Backtracking
- e) Randomized algorithms

### 3. Policies and Other Information

**Prerequisites:** Minimum "C" grade in CS2401 and MATH 2300.

**Grading:** Final grades will be computed using the following weights:

- 16% - Lab projects
- 16% - Quizzes, homework, attendance, and in-class exercises
- 48% - Partial Exams (4 exams)
- 20% - Final exam

**Note:** In-class exercises, including practice exams, are considered a teaching rather than an assessment instrument, thus you are allowed, and encouraged, to ask the instructor and TA for feedback and help.

**Note:** Do not pay attention to the average computed by Blackboard, which weights all assignments the same.

The nominal percentage-score-to-letter-grade conversion is as follows:

- 90% or higher is an A
- 80-89% is a B
- 70-79% is a C
- 60-69% is a D
- below 60% is an F

We reserve the right to adjust these criteria downward, e.g., so that 88% or higher results in an "A", based on overall class performance. The criteria will not be adjusted upward, however. You must earn a "C" or better to be able to register for upper division computer science courses.

**Late homework submission:** Answers to homework assignments will be posted at the deadline, thus no late homework will be accepted.

**Late lab submission:** Lab grades will be decreased by a factor of 10% for each working day they are late. Multiple submissions for a particular assignment are allowed; only the highest grade will be considered. Each student will have one lab lateness penalty waved in the semester – use this wisely.

#### **Collaboration:**

Collaboration among students is strongly encouraged.

It is OK to:

- Talk with other students about approaches and ideas.
- Get ideas and extra information from the internet, books, etc.

However, it is not OK to:

- Share code with another student (if a piece of code is submitted by two or more students, both students are guilty of cheating, regardless of who wrote the original code).
- Use code acquired from an outside source (the internet, a friend, etc.)
- Look at another student's code
- Debug another student's code

We will use software to detect plagiarized programs and take appropriate disciplinary actions if necessary.

**Attendance policy:** Students are expected to attend all lectures. A student missing more than four lectures without making prior arrangements may be dropped from the class.

**Disabilities:** If you feel that you may have a disability that requires accommodation, contact the Center for Accommodations and Support Services (CASS) at 747-5148, go to Room 106E Union, or email [cass@utep.edu](mailto:cass@utep.edu)

## 4. Lab Submission Guidelines

Lab assignments will be posted on-line. Each lab grade will be computed from the following three elements:

- Report (40% of grade)
- Source code (60% of grade)
- Demo session (pass/fail)

### Report:

You must submit Colab notebook for every lab containing the source code and a report that includes the following items:

- Introduction – Description of the problem you are trying to solve
- Proposed solution design and implementation – How did you solve (or attempt to solve) the problem? Provide an informal, high-level description. Description of your code (not the actual code). Explain the design choices you made, including how you broke the program into modules, your user interface, input and output, etc.
- Experimental results – Describe the experiments you performed to test your program and show the output your program produced. The experiments must be described in a way that allows anybody to replicate them using your code. **Include sample runs that illustrate the outputs and running times of your program under different types of inputs. If results are not included in the report, we will assume that your program does not work.**
- Conclusions – Explain what you learned from the project.

Reports will be graded as follows:

- Completeness (12%)  
Does your report cover all required aspects in enough detail?
- Clarity (10%)  
Are those aspects clearly explained?
- Language (10%)  
Is the report written with proper grammar and spelling?
- Presentation (8%)  
Is the formatting appropriate?

### Source Code:

Programs and reports must be submitted through Blackboard (submit a copy of the ipynb file, not a link). Labs not submitted this way will not be eligible for credit.

Source code will be graded using the following guidelines:

- Correctness (36%)  
Does the program compile?  
Does the program run correctly?
- Design (6%)  
Are operations broken down into methods in a reasonable way?
- Style (6%)  
Is the program indented correctly and consistently?  
Do methods and variables have meaningful names?
- Robustness (6%)  
Does the program handle erroneous or unexpected input gracefully?
- Documentation (6%)  
Do all program files begin with a comment that identifies the course, author, assignment, instructor, T.A., date of last modification, and purpose of program?

Are all methods clearly documented?  
Are all non-obvious code segments clearly explained?

**Demo session:**

After submitting your program and your report, you must schedule a one-on-one session with your TA in which you will explain how your code works and he/she will ask questions to test your understanding of the program being submitted. The TA will then assign a pass/fail grade for this session. A student receiving a failing grade in this session will receive a grade of zero for the whole lab; otherwise he/she will receive the grade corresponding to the combination of submitted report and source code. Demo sessions will last around five minutes and will normally be scheduled during the T.A.'s office hours. It is the student's responsibility to make an appointment with the T.A. for the demo session in a timely manner. **Failure to schedule or show up for a demo session will result in a failing grade for the corresponding lab.**

**Policy on late projects:**

Lab project grades will be reduced by a factor of 10% for each working day or fraction they are late.

**Official turn-in dates:**

For grading purposes, the official turn-in date for labs is when the demo has been presented and approved. There will be a three-day grace period for demo sessions. For example, if a lab is due on Monday, the demo must be done on or before Thursday. You can't schedule a demo unless you have submitted the notebook containing the source code and the report.

## **5. Standards of Conduct and Academic Dishonesty**

A fundamental principle for any educational institution, academic integrity is highly valued and seriously regarded at The University of Texas at El Paso. More specifically, students are expected to maintain absolute integrity and a high standard of individual honor in scholastic work undertaken at the University. See <https://www.utep.edu/student-affairs/osccr/student-conduct/academic-integrity.html> for additional information.

Faculty, staff and students are expected to conduct yourself in a professional and courteous manner, as prescribed by the UTEP Standards of Conduct Guide.