# SE2205b: Algorithms and Data Structures for Object Oriented Design

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January 9, 2019

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# Background

## Pre-requisites:

- Computer Science 1026A/B or ES 1036A/B or the former Computer Science 036a/b
- Computer Science 1027A/B or 1037A/B, or permission from the Department

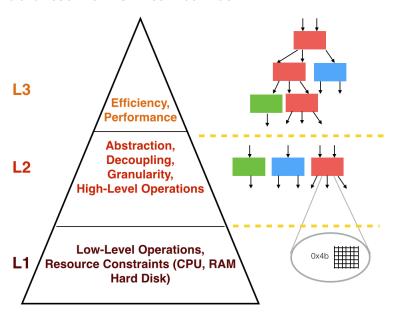
#### **Course Structure:**

- Java Programming Language
- Data Structures
- Algorithms

## What do these Terms Mean to You?

- Abstraction
- Decoupling
- Efficiency
- Performance
- Resource Constraints
- Low-level Operations
- High-level Operations
- Granularity

## What do these Terms Mean to You?



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#### L1:

- Use a comprehensive toolset that allows for highly detailed customization at the bit/address level
- Deals with concerns about low-level system restrictions

#### L2:

- Implementation of basic building blocks (need to know the inner-workings)
- Construct well-defined interfaces to access and perform operations on these blocks
- Draw upon tools and requirements from L3

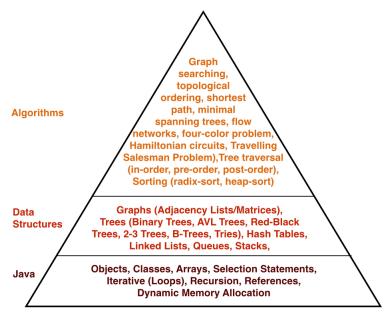
#### L3:

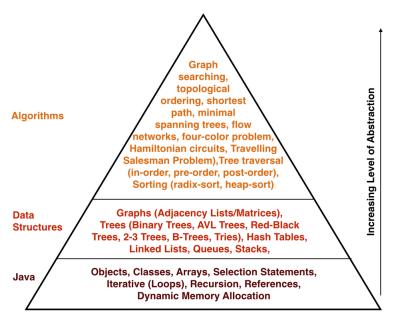
- Use building blocks with well-defined interfaces to construct algorithms or software systems with good performance
- Inner-workings of building blocks are unknown

Java

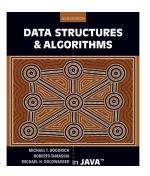
Objects, Classes, Arrays, Selection Statements, Iterative (Loops), Recursion, References, Dynamic Memory Allocation







## **Textbooks**



- Required: Michael T. Goodrich, et al., Data Structures and Algorithms in Java, Wily, 6th Edition, 2014, ISBN: 978-1-118-77133-4 (or older edition)
- Recommended: Gayle Laakmann McDowell. Cracking the Coding Interview, Career Cup, 6th Edition, 2015, ISBN: 978-0-9847828-5-7 (or 5th edition).

# General Learning Objectives

- Introduce advanced programming theory and concepts that build upon material covered in pre-requisite courses
- Practise rigorous and innovative computational thinking that can be applied across a broad range of engineering fields
- Tie programming concepts back to the curriculum by illustrating how the fundamental programming toolset can be applied to construct efficient computational solutions for problems
- Demonstrate that programming does not merely involve memorizing a language but consists of a rich set of foundational concepts that can be used almost anywhere for problem solving

#### Lectures

#### Structure:

- Powerpoint slides
- Interactive component (written, programming)
- Strongly encourage you to attend all lectures

#### **Classroom Etiquette:**

- · Attend lectures on time
- Do not be disruptive (ringing cell phones, discussion amongst yourselves while I am teaching)

#### Questions:

- Office hours every Wednesday 11 a.m. to 12 p.m.
- Emails: Allow for some time (a day or two)

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# Weightings

- Labs 30%: 3 Lab Assignments
  - Complete in groups of two
- Midterm 20%: One midterm (Feb 15)
- Final Exam 50%: Cumulative
- All tests are written, no aid sheets/calculators are permitted

# SE2205b – Tentative Course Schedule – Winter 2019

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# Plagiarism in Individual Submissions

- Work on all individual lab assignments by fully cooperating with your partner
- Practise! Although the solutions may seem obvious when you collaborate, things are different when you attempt it on your own
- Plagiarism is NOT acceptable especially in an academic setting
- We use a sophisticated similarity-checking tool that analyzes the structure rather than just the syntax
- There are very heavy consequences for plagiarism

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## General Remarks

- Be inquisitive, enjoy this course and learn as much as possible
- Many concepts introduced here will be useful directly or indirectly in the future
- Take advantage of many additional practise problems and code samples that will be provided
- Aim to understand everything thoroughly, everything will simply follow