

Data Structure and Algorithms [CO2003]

Chapter 0 - Introduction

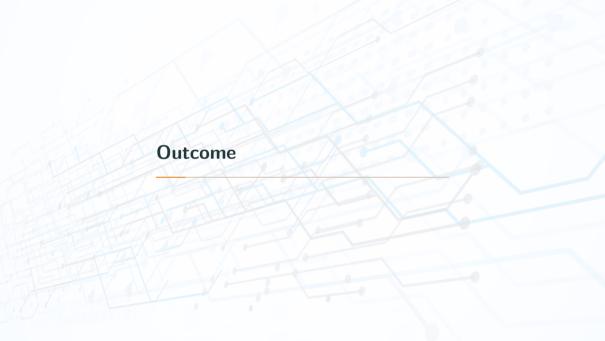
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Learning outcome



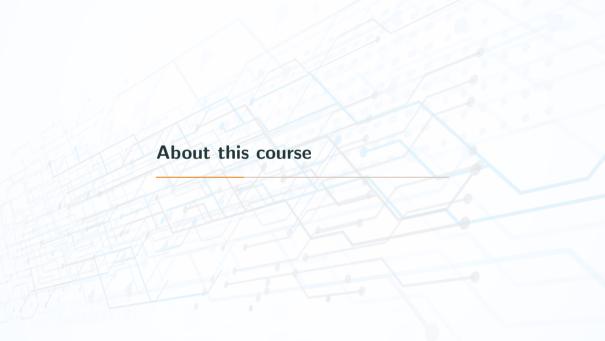
- Be able to use fundamental data structures like list, stack, queue, tree, graph, and hash table for programming and particular problems
- Express algorithms using pseudocode as well as using C++
- Analyze the computational complexity of algorithms associated with these data structures.



Contents at a glance



- 1. Introduction
- 2. Complexity of algorithms
- 3. Recursion
- 4. List: Array-List, Linked List
- 5. Stack, Queue
- 6. Tree: Binary
- 7. AVL, B-Tree
- 8. Heap
- 9. Hash
- 10. Sorting
- 11. Graph



Structure



- Lectures: course contents in class
- Readings: course contents at home
- Tutorials: QAs and exercises
- Lab: coding practice
- Assignments: small projects

Distribution



- Course credit: 4
- Lectures: 45 period units
- Exercises: 15 period units
- Lab: 15 period units
- Total: 75 period units

Assessment



• Exercises: 15%

• Lab: 10%

• Assignments: 25%

• Final Exam: QAs and Writing, 50%

Assessment



Regulations:

- Any plagiarism act will lead to zero in all tests!
- Final grade of assignment depends on the exam:

$$A_{final} = (A_i + E_i)/2$$

where A_i , E_i are the assignment score and the question in the final exam associated with the assignment A_i .

• Detail mapping of exam questions and assignments will be announced during the progress of the course.

References



- 1. "Data Structures and Algorithm Analysis" Clifford A. Shaffer (Edition 3.2).
- 2. "Data Structures: a Pseudocode Approach with C++", R.F.Gilberg and B.A. Forouzan, Thomson Learning Inc., 2001.
- 3. "Data Structures and Algorithms in C++", A. Drozdek, Thomson Learning Inc., 2005.
- 4. "C/C++: How to Program", 7th Ed. Paul Deitel and Harvey Deitel, Prentice Hall, 2012.
- 5. Internet.

Preparation for the course



- Materials:
 - · Slides of this course
 - E-book: Data Structures and Algorithm Analysis Clifford A. Shaffer (Edition 3.2).
 http://people.cs.vt.edu/~shaffer/Book/
- Tools:
 - CodeBlocks (Cross-platform)
 - Visual C++ Express (Windows)
 - XCode (Mac OS)
 - Anything that works!

Methodology



- Outside of lecture room
 - Read slides, books, online documents
 - · Check course site & make discussions
 - Take exercises
 - Implement examples
- During lectures:
 - Listen & Discuss