

CS 11 Course Outline as of Fall 2009**CATALOG INFORMATION**

Dept and Nbr: CS 11 Title: DATA STRUCT & ALGOR

Full Title: Data Structures and Algorithms

Last Reviewed: 3/27/2023

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	4.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	4.00	Lab Scheduled	0	17.5	Lab Scheduled	0
		Contact DHR	3.00		Contact DHR	52.50
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 210.00

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: CIS 11

Catalog Description:

Continued study of computer programming including specification and implementation of data structures, and analysis of associated algorithms. Topics include: abstract data types, dynamic memory, templated functions and classes, iterators, exception handling, linked lists, stacks, queues, recursion, trees, searching, sorting, and inheritance. Several significant programming projects are written in C++.

Prerequisites/Corequisites:

Course Completion of CS 10A (or CS 10 or CIS 10 or CIS 10A or CIS 10 or BDP 10)

Recommended Preparation:

Eligibility for ENGL 1A or equivalent

Limits on Enrollment:**Schedule of Classes Information:**

Description: Continued study of computer programming including specification and implementation of data structures, and analysis of associated algorithms. Topics include: abstract data types, dynamic memory, iterators, linked lists, stacks, queues, recursion, trees, searching, sorting, and inheritance. Several significant programming projects written in C++. (Grade Only)

Prerequisites/Corequisites: Course Completion of CS 10A (or CS 10 or CIS 10 or CIS 10A or CIS 10 or BDP 10)

Recommended: Eligibility for ENGL 1A or equivalent

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer:	Transferable	Effective:	Spring 1991	Inactive:
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UC Transfer:	Transferable	Effective:	Spring 1991	Inactive:
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CID:

CID Descriptor:COMP 132	Programming Concepts and Methodology II
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SRJC Equivalent Course(s):	CS10C
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Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

Upon completion of the course, students will be able to:

1. Analyze algorithms for efficiency.
2. Use data abstraction as a tool for modeling.
3. Design the system life cycle through software engineering principles.
4. Construct linked lists, pointers, queues, stacks, and trees as abstract data types.
5. Design and construct iterative approaches to algorithm development.
6. Evaluate a variety of sorting and searching methods for efficiency.

Topics and Scope:

A. Abstract data types: operator overloading

1. Overloading arithmetic, shorthand arithmetic, and relational operators
2. Overloading the insertion and extraction operators
3. Overloading the pre and post decrement and increment operators
4. Overloading the square brackets (subscript) operator
5. Overloading operators as member functions, free (global) functions, and friend functions.
6. Default parameters

B. Pointers and Dynamic Memory

1. Address operator

2. Dereference (indirection) operator
 3. Pointer assignment
 4. Arrow (dereference and select) operator
 5. Arrays of pointers
 6. NULL
 7. Relationship of arrays and pointers
 8. "new" operator
 9. "delete" operator
 10. Memory leaks
 11. Reference types
- C. Dynamic memory in classes
1. Assignment operator, including checking for self-assignment
 2. Copy constructor
 3. Destructor
- D. Container Classes
1. Documenting member functions with pre/post conditions
 2. Using `std::size_t`
 3. Returning a reference
 4. User defined namespaces
- E. Linked lists
- F. Templated functions and classes
- G. Iterators, including user-defined
- H. Standard Template Library
- I. Exception handling
- J. Stacks, including expression evaluation
- K. Queues
- L. Recursion
1. Development techniques
 2. Analysis techniques
- M. Trees: specification, implementation, and big-O analyses of
1. Binary search trees
 2. Heaps
- N. Searching: specification, implementation, and big-O analysis of
1. Sequential search
 2. Binary search
 3. Hashing
- O. Sorting: specification, implementation, and big-O analysis of
1. Selection sort
 2. Insertion sort
 3. Bubble sort
 4. Merge sort
 5. Quicksort
 6. Heapsort
- P. Inheritance
1. Contrasted with composition
 2. "is-a" relationship and "has-a" relationship
 3. Protected
 4. Constructors in inheritance
 5. Initializer lists
 6. Polymorphism and virtual functions
 7. The slicing problem
 8. Pure virtual functions and abstract classes

Assignment:

1. Read approximately 40 pages per week from text book.
2. Write computer programs.
3. Correct errors in programs with multiple runs of test data.
4. Write documentation for each program so that is easy to understand and use.
5. Take objective exams.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments are more appropriate for this course.

Writing
0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Computer programming assignments

Problem solving
20 - 40%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

None

Skill Demonstrations
0 - 0%

Exams: All forms of formal testing, other than skill performance exams.

Multiple choice, True/false, Matching items, Completion, short answer & programming

Exams
60 - 80%

Other: Includes any assessment tools that do not logically fit into the above categories.

None

Other Category
0 - 0%

Representative Textbooks and Materials:

Data Structures and other Objects Using C++, 2nd Ed, by Michael Main and Walter Savitch - Addison Wesley Longman 2000