

Syllabus tl;dr

CMSC 162: Intro to algorithmic design II

Fall 2021

Meets: MWF 10, Rotunda 352; and M4 or T11, via Zoom
Websites: <https://canvas.longwood.edu/courses/1301941>
<http://cs.longwood.edu/courses/cmssc162>
Professor: Don Blaheta, Rotunda 334, blahetadp@longwood.edu
100% office hours: Tuesdays 10–11am; Wednesdays 3-4:30pm;
Thursdays 1–2pm; Fridays 11am-noon

Textbook and resources

CS2 Software Design & Data Structures by the OpenDSA project.

<https://opensa-server.cs.vt.edu/ODSA/Books/CS2/html/>

(Later, for a few readings, also its partner CS3 book)

The other main resource is provided by us: you'll be given an account on the department Linux machines (if you don't already have one), and you'll do your programming work there.

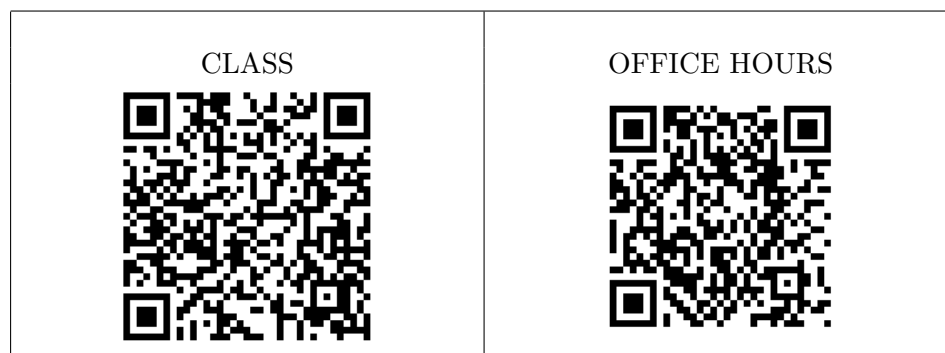
Graded work

- Engagement 5%
- Labs and homework 45%
- Presentation 10%
- Exams 20%

Exam 1 is out Friday, 1 October, in-class portion on 4 Oct

Exam 2 is out Friday, 3 December, in-class portion 9 Dec @8am

Zoom attendance quick links



Presentations and final project

In the last weeks of the term, each student will, with a partner or two, give a presentation about a data structure or algorithm as well as writing an implementation relevant to it. The presentation will be 12–15 minutes and needs to include:

- Accurate example diagrams
- Pseudocode and tracing using the example
- A demonstration of either correctness or efficiency

Both/all partners must participate in the presentation but may divide the time as they see fit. More details will come later in the term.

Grading scale

I tend to grade hard on individual assignments, but compensate for this in the final grades. The grading scale will be approximately as follows:

A–	[85, 90)	A	[90, 95)	A+	[95, 100]
B–	[70, 75)	B	[75, 80)	B+	[80, 85)
C–	[55, 60)	C	[60, 65)	C+	[65, 70)
D–	[40, 45)	D	[45, 50)	D+	[50, 55)

While there will be no “curve” in the statistical sense, I may slightly adjust the scale at the end of the term if it turns out some of the assignments were too difficult. Final grades of A+ are recorded as an A in the grading system. Final grades below the minimum for D– are recorded as an F.

Note that *individual* grades recorded in Canvas should be accurate (and you should let me know if there’s a data entry error!), but *averages* as computed by Canvas sometimes are not, if the averaging is complex or (especially) if an individual student has a special case scenario. The reference gradebook is my own spreadsheet, and while I will try to make Canvas reflect it (including averages) as well as I can, Canvas can’t always handle it.

Special note re mastery lab: You must eventually complete the first lab satisfactorily in order to get higher than a D+ for the course. See details in the syllabus and in the Lab 1 handout.

Calendar

Wk	M	M/T	W	F
	August			
1	23 — Introductions Policies	23/24 — Lab 1: Review and mastery	25 §1.1 What is a Data Structure? Design and specification	27 §§2.1–2.1.1.1 Object-Oriented Design Classes and methods
2	30 §2.2 .h files Templates UML	30/31 * — Lab 2: Classes, I/O, 2D arrays	September	
3	[Labor Day] no class	[7] — Lab 3: Function design Unit testing	1 §§1.2, 3.1 ADTs Lists	3 §§3.2–3.2.1 Implementing an ADT
4	13 — Pointers, cont'd	13/14 — Lab 4: Pointers	7/8 §§3.2.2 More implementation append, remove	10 TBA Pointers “Smart” pointers
5	20 §9.1 Linked List	20/21 — Lab 5: Linked node methods	15 — Dynamic allocation	17 §§6.1–6.2 Recursion Fibonacci Linked nodes
6	27 TBA The call stack	27/28 — Lab 6: Reading code make, gdb Backtracking	22 — Linked List implementation, ctd	24 §7.7 Tower of Hanoi Binary search
7	4 — Exam 1	4/5 — Lab 7: Using STL stack	29 §5.1 Recursive backtracking Other uses of stacks	October
			6 — Stacks and recursion Array-based stacks Exceptions	1 ** §5.2 Allocation, references, memory models Exam 1 TH out [Fall Break] no class

* **31 August**: Deadline to add/drop classes (5pm)

** **1 October**: Deadline to elect pass/fail option (5pm)

Wk	M	M/T	W	F
	October			
8	11 — Classic ADTs The “big picture”	11/12 — Lab 8: Empirical efficiency	13 §§4.2, 4.5 Algorithmic efficiency Big-O notation	15 §9.2 Comparing implementations Linked Stacks Array List, Linked List revisited
9	18 §2.1 Inheritance is-a / has-a Hierarchies	18/19 — Lab 9: Interfaces and multiple implementations	20 Ch. 7 Quadratic sorts	22 CS3 §§8.9–8.10 Faster sorts comparing alg’s
10	25 CS3 §8.11 Faster sorts, ctd	25/26 — Lab 10: Overloading operators	27 §§8.1.1, 8.2 Queues Linked Queue	29 §§10.1–10.3 Trees Traversals
	November			
11	1 CS3 §7.8 Tree implementation	1/2 — Lab 11: Linked trees	3 * — Tree implementation, ctd	5 §§10.4–10.4.2 Binary search trees
12	8 §10.4.3 BST remove	8/9 — Lab 12: BST implementation	10 CS3 §§6.4, 7.12 Maps/Dictionaries	12 §10.4.4 BST analysis, balance, rotation
13	15 CS3 §7.17 Heaps	[Symposium Day no class]	17 CS3 §§10.1–10.4 Hash tables	19 — Model presentation Presentation debrief
14	22 — Presentation work day	22/23 — Lab: DT/Alg implementation	[Thanksgiving no class]	[Thanksgiving no class]
15	29 — Presentations	29/30 — Lab: DT/Alg implementation	December	
			1 — Presentations	3 — Presentations Exam 2 TH out

Exam 2: Thu 9th, 8–10:30am

* **3 November:** Deadline to withdraw from a class (5pm)