Kirkwood Community College Course Syllabus  Data Structures  CSC-153  Fall 2017					
INSTRUCTOR	Cate Sheller				
INSTRUCTOR INFORMATION	Office: 1170 Linn Hall Office Hours: MWF, 1:25-2:20 PM; TR, 2:30-3:25 PM (or by appointment) Office phone: 398-5899 ext. 5842 E-mail: cate.sheller@kirkwood.edu				
SECTION INFORMATION	Synonym number: 0271903 Course meets Mondays and Wednesdays, 3:35 to 5:35 PM in room 1198 Linn Hall				
CREDIT HOURS	4 credit hours (4 lecture credits, 0 lab credits, 0 clinic credits, 0 internship credits).				
CONTACT HOURS	64 lecture hours, 0 lab hours, 0 clinic hours, 0 internship hours				
PREREQUISITES	Computer Science (CSC142) or Java II (CIS175) or Java II (CIS176)				
COURSE DESCRIPTION	Continues the study of program design and construction begun in CSC-142. Emphasizes data structures and practice in their specification, design, implementation and use. Includes container classes, arrays, lists, stacks, queues, trees, graphs, algorithm analysis, object-oriented programming, data abstraction, and searching and sorting techniques.				
REQUIRED COURSE MATERIALS	Required Text: Data Structures and Other Objects Using Java by Michael Main, 4 <sup>th</sup> edition; Addison Wesley, 2012 Course web site: <a href="http://faculty.kirkwood.edu/cshelle">http://faculty.kirkwood.edu/cshelle</a> Flash drive Optional:  • personal computer  • Java SDK version 7.0 or later  • Java IDE (e.g. Eclipse, jgrasp or BlueJ) Books and course materials for this course are available at the Kirkwood Bookstore.				
GENERAL EDUCATION OUTCOMES	The Kirkwood faculty has identified the following general education outcomes as a major theme of this course.  Students will think logically and critically. Students will understand and apply fundamental mathematic principles. Students will possess skills for further learning and the general workplace.				
COURSE STUDENT LEARNING OUTCOMES AND COMPETENCIES	<ol> <li>Upon completion of this course students will be able to:</li> <li>Develop skills in the implementation and use of data structures and data abstraction.</li> <li>Develop skill in algorithm analysis and verification.</li> <li>Design and implement complex programs that are both functional and readable.</li> <li>Develop advanced skills in the design and implementation of computer programs utilizing an object-oriented language.</li> </ol>				
LATE WORK/MAKE-UP TEST POLICY	<ul> <li>You must take each exam at the scheduled time in order to receive full credit for the exam. If you must miss an exam, contact me before the exam or as soon afterward as possible in order to arrange a make-up time.</li> <li>Lab and homework assignments must be turned in prior to the exam to which they pertain; late work will be penalized. Program assignments must be turned in on time for full credit. Late submissions (for program</li> </ul>				

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	assignments only) may be accepted, at instructor's discretion. Incomplete labs, homework, and programming assignments will be accepted for partial credit. Programs that do not compile, do not execute, or execute incorrectly should still be turned in. If you are having serious problems with an assignment, see me before the due date.			
CLASS ATTENDANCE POLICY AND COLLEGE SPONSORED ACTIVITIES	As stated in the Student handbook: In compliance with Public Law 105-244, Kirkwood Community College makes a wide variety of general institutional information available to students. For additional information, go to: <a href="http://www.kirkwood.edu/site/index.php?p=32303">http://www.kirkwood.edu/site/index.php?p=32303</a>			
	Class attendance is strongly recommended. If you miss class it is your responsibility to find out what you missed and catch up with scheduled course activities. Attendance is a key element in course success; you are much more likely to succeed if you are present and attentive. In-class assignments may be given for which you will not receive credit if you are not present.			
	We believe that the best learning takes place in an environment where faculty and students exhibit trust and mutual respect.			
PRODUCTIVE CLASSROOM LEARNING ENVIRONMENT	In a productive learning environment, faculty and students work cooperatively, recognize and respect differences, model the values of character and citizenship, and become lifelong learners.			
	Turn off or leave home any devices (cell phone, etc.) that may distract you or your classmates. You may bring a laptop computer or tablet to practice programming skills in class. You may not use these devices on exams.			
PLAGIARISM POLICY	See Student Policies: Academic and Enrollment Policies <a href="http://www.kirkwood.edu/site/index.php?p=32303">http://www.kirkwood.edu/site/index.php?p=32303</a>			
	It is <u>cheating</u> to pass off another student's (or programmer's) work as your own. This is plagiarism and is inappropriate behavior in an institution of higher learning. Don't do it. If you collaborate with another person to complete a lab, program, or homework, you must clearly credit the other person's contribution. Depending on the nature of the collaboration, and the degree of contribution you make, such collaboration may affect your grade. Failure to give due credit to a collaborator will result in a zero.			
	See Student Policies: General Policies and Student Rights <a href="http://www.kirkwood.edu/site/index.php?p=32309">http://www.kirkwood.edu/site/index.php?p=32309</a>			
CAMPUS CLOSINGS	Local radio and TV stations will announce school closings as they received the information, but the best way to keep informed about class cancellations or delays is via the Kirkwood Alert System. This system will alert you via e-mail and/or text message of cancellations, delays, and emergencies. Sign up at <a href="http://alert.kirkwood.edu">http://alert.kirkwood.edu</a> .			
ACADEMIC ACCOMMODATIONS				
MIDTERM GRADES	A midterm grade will be calculated and posted on EagleNet. The midterm grade is a grade-in-progress, and will not affect your official GPA, nor will it impact financial aid. The midterm grade has three purposes: first, to communicate your academic performance; second, to provide opportunities for you to discuss your progress with your instructor; and			

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	third, to allow Kirkwood to design college-wide intervention programs that will improve student success.						
	Your grade will be determined by the sum of the total points earned from the following assessment instruments:						
	4 exams (400 points total)						
STUDENT EVALUATION	10 quizzes (100 points total)						
	Total test points (400) will be taken from the top 3 exams plus all quizzes, or all 4 exams (no quizzes), whichever most benefits the student						
	<ul> <li>Approximately 4 program assignments (25 points each; approximately 100 points total)</li> </ul>						
	<ul> <li>In-class assi</li> </ul>	gnme	ents (5-10 points e	each; approximately 100 points total)			
	A >= 91	С	71-78.9				
	A- 90-90.9	C-	70-70.9				
GRADING SCALE	B+ 89-89.9	D+	69-69.9				
	B 81-88.9	D	61-68.9				
	B- 80-80.9	D-	60-60.9				
	C+ 79-79.9	F	< 60				
DROP DATE	To find the last day to get a refund, go to EagleNet for Students, then Search for Sections, then click the link for this term's Last Day to Drop and Refund Dates list.						
	http://www.kirkwood.edu/lastdaytodrop						
	The last date to drop this class for this term is November 17, 2017.						
	Details of the refund schedule can be found under Academic & Enrollment Policies at: <a href="http://www.kirkwood.edu/site/index.php?p=35066">http://www.kirkwood.edu/site/index.php?p=35066</a>						
FINAL EXAM INFORMATION	Final exams are scheduled during the last week of the term from December 8 to 14. The final exam for this class is scheduled on <b>Friday</b> , <b>December 8</b> at <b>3:35 PM</b> .						
EMERGENCY	See Facilities: Emergency/Crisis Information						
INFORMATION	http://www.kirkwood.edu/site/index.php?p=7987						
OTHER INFORMATION	Check Refund Policy at: <a href="http://www.kirkwood.edu/site/index.php?p=35066">http://www.kirkwood.edu/site/index.php?p=35066</a>						

### \*APPENDIX OF SPECIFIC LEARNER OUTCOMES:\*

#### **Unit 1: Foundations**

# At the conclusion of this unit, students will be able to:

- 1. Effectively document methods using pre and post-condition statements
- 2. Implement basic container classes including bags, lists, and sets
- 3. Write client applications that utilize basic container classes
- 4. Perform time analysis of program methods
- 5. Use Big-O notation to express results of algorithm analysis
- 6. Write programs that demonstrate information hiding
- 7. Define linked list classes and member functions
- 8. Implement doubly-linked lists and circular linked lists
- 9. Use linked lists to implement basic container classes
- 10. Write application programs that rely on linked list operations
- 11. Compare implementations of container classes that use arrays and linked lists, and explain the relative efficiencies, advantages and disadvantages of each
- 12. Recognize problems for which a recursive solution in most appropriate
- 13. Trace recursive operations using run-time stack illustrations
- 14. Use inductive reasoning to prove the effectiveness of recursive operations
- 15. Explain how to prevent infinite recursion in terms of variant expressions and threshold values
- 16. Hand-simulate and implement serial and binary search algorithms
- 17. Hand-simulate and implement hash table algorithms, using open-address, chained, and double hashing
- 18. Hand-simulate and implement sorting algorithms, including selectionsort, insertionsort, quicksort, and mergesort
- 19. Give examples of situations in which one sort or another is more or less efficient

# **Unit 2: Basic Data Structures and Techniques**

#### At the conclusion of this unit, students will be able to:

- 1. Recognize situations in which inheritance can simplify implementation of groups of related classes
- 2. Implement super and sub classes
- 3. Implement derived classes and applications given an abstract superclass
- 4. Implement and utilize stacks
- 5. Use stacks to perform evaluation of arithmetic expressions in prefix, infix, and postfix forms
- 6. Implement and utilize queues and priority queues
- 7. Use queues in programs that simulate client/server scenarios
- 8. Explain tree-based concepts and algorithms using standard terminology
- 9. Design and implement classes and functions for binary tree nodes and generalized tree nodes
- 10. Hand trace binary search tree searches, insertions, removals and traversals
- 11. Implement binary search tree algorithms

### **Unit 3: Advanced Tree Structures and Searching and Sorting Algorithms**

#### At the conclusion of this unit, students will be able to:

- 1. Determine whether or not a given tree satisfies the rules of a binary search tree, heap or B-tree
- 2. Perform insertion and removal of an item in a heap, with reheapification up or down, as necessary
- 3. Hand trace B-tree searches, insertions and removals
- 4. Use a B-tree to implement a Set class
- 5. Use a heap to implement a priority queue class
- 6. Explain graph-based algorithms using standard terminology
- 7. Design and implement graph classes
- 8. Hand-trace and implement depth-first and breadth-first graph traversal algorithms
- 9. Design and implement simple path algorithms

	CSC-153 Data Structure	S		
	Fall 2017			
	Tentative Schedule			
Date	Topic	Reading	Work Due	
	Course intro / Review of Java classes, objects,			
Mon, 08-21	interfaces	Pp 1-15, 38-92		
Wed, 08-23	Arrays, ArrayLists, & Multidimensional arrays	Pp 104-111, 787-790		
Mon, 08-28	Quiz 1 / Lab 1			
	Analysis of Algorithms: Time vs. Space, Big-O			
Wed, 08-30	notation	Pp 16-35, 805-806	Lab 1	
Mon, 09-04	NO CLASS - LABOR DAY HOLIDAY			
		D 400 446	Big-O	
Wed, 09-06	Recursion	Pp 409-446	exercises	
Mon, 09-11	Quiz 2 / Lab 2 / Exam Review			
Wed, 09-13	Exam 1		Lab 2	
Mar. 00 10	Canting Alagnithus C. Hash Tahlas	Pp 614-648, 581-601, 605-	Dua 4	
Mon, 09-18		609	Program 1	
Wed, 09-20	Lab 3 / Quiz 3	D:: 402.465	Lab 2	
Mon, 09-25	Simple Container Classes: Bags, Sets, Lists	Pp 103-165	Lab 3	
Wed, 09-27	Lab 4 / Quiz 4			
Mon, 10-02	Linked Lists	Pp 175-244	Lab 4	
Wed, 10-04	Lab 5 / Quiz 5			
Mon, 10-09	Catch-up / Exam review		Lab 5	
Wed, 10-11	Exam 2			
NA - 40 46	Generic methods, classes, & the Java Collections	D. 354 300		
Mon, 10-16		Pp 251-309	D	
Wed, 10-18	Stacks	Pp 315-354	Program 2	
Mon, 10-23	Lab 6 / Quiz 6	250 404		
Wed, 10-25	Queues	Pp 360-404	Lab 6	
Mon, 10-30				
Wed, 11-01	Intro to Binary Trees & Heaps	Pp 453-464, 520-524	Lab 7	
Mon, 11-06	Lab 8 / Quiz 8		1	
Wed, 11-08	Linked Representation & Binary Search Trees	Pp 464-513	Lab 8	
Mon, 11-13	Catchup / Exam Review			
Wed, 11-15	Exam 3		Program 3	
Mon, 11-20	NO CLASS - THANKSGIVING HOLIDAY			
Wed, 11-22	NO CLASS - THANKSGIVING HOLIDAY			
Mon, 11-27	Red-Black trees & B-trees	Pp 527-551, 558-563		
Wed, 11-29	Lab 9 / Quiz 9			
Mon, 12-04	Graphs	Pp 728-771	Lab 9	
Wed, 12-06	Quiz 10 / Catchup / Exam Review			
Fri, 12-08	FINAL EXAM		Program 4	

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