Course Outline

1. Document Information

Degree Program	Computer Science
Course Number	CS 220
Course Title	Programming with Data Structures
Semester Hours	4
Course Coordinator	John Woods
Revision Term	Spring 2020
Latest Revision	Spring 2020

2. Catalog Description

Advanced programming, data structures and algorithm design. Topics included advanced language features, data abstraction and object-oriented programming, recursion, stacks, queues, linked lists, trees and graphs, sorting and searching. The course meets for three lecture hours and two laboratory hours per week.

3. Textbooks

- Carrano, Frank M. (2019). Data structure & Abstraction w/Java. 5th Edition, Pearson, ISBN:9780134831695

4. References

5. Course Learning Outcomes

- To learn data abstraction and object-oriented programming.
- To learn the fundamental data structures including stacks, queues, linked lists, and trees.
- To learn sorting and searching techniques and their analysis.
- To obtain a good foundation for further study in computer science.

6. Assessment of the Contribution to Student Outcomes

Outcome	1	2	3	4	5	6
Assessed		X				X

7. Prerequisites by Topic

CS 202 and CS 215 each with a grade of C or better.

8. Major Topics Covered in the Course

1. Review of programming; arrays, structures and object oriented programming approach {3 classes}
2. Programming methodology
   Design techniques: in-depth treatment of procedural and data abstraction, further emphasis on top-down design, choice of data structures
   Coding: additional emphasis on programming style, object oriented programming, and documentation, information hiding
   Correctness: testing and test data, testing end cases, debugging techniques, verification of algorithms, invariants {3 classes}
3. Data abstraction and object-oriented programming: levels of abstraction; polymorphism, inheritance, encapsulation {2 classes}
4. Reference and dynamic allocation: dynamic allocation; reference parameters {5 classes}
5. Implementation of data structures: lists and linear structures; stacks and queues; trees and graphs; hash table {14 classes}
6. Recursion
   Implementation: memory and time considerations; simulating recursion
   Efficiency considerations: recursive vs. iterative solutions {14 classes}
   Searching: linear search – review of linear search, searching linked lists, analysis
   Binary search: review of binary search of arrays, binary search trees, analysis {6 classes}
7. Searching and sorting: linear search; binary search; introduction to formal analysis of algorithms
   N2 sorts: analysis of bubble sort, insertion sort, and selection sort
   NlogN sorts: quick sort, merge sort, analysis of these sorts {7 classes}