SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	**Babeș-Bolyai University, Cluj-Napoca**
1.2 Faculty	**Faculty of Mathematics and Computer Science**
1.3 Department	**Department of Computer Science**
1.4 Field of study	**Computer Science – Mathematics**
1.5 Study cycle	**Bachelor**
1.6 Study programme / Qualification	**Mathematics Computer Science**

2. Information regarding the discipline

2.1 Name of the discipline (en) (ro)			**Data Structures** **Structuri de Date**				
2.2 Course coordinator			**Lect. PhD. Oneț-Marian Zsuzsanna**				
2.3 Seminar coordinator			**Lect. PhD. Oneț-Marian Zsuzsanna**				
2.4. Year of study	**1**	2.5 Semester	**2**	2.6. Type of evaluation	**C**	2.7 Type of discipline	**Compulsory**
2.8 Code of the discipline		MLE5105					

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	3	Of which: 3.2 course	2	3.3 seminar/laboratory	1 sem
3.4 Total hours in the curriculum	42	Of which: 3.5 course	28	3.6 seminar/laboratory	14
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					40
Additional documentation (in libraries, on electronic platforms, field documentation)					16
Preparation for seminars/labs, homework, papers, portfolios and essays					12
Tutorship					15
Evaluations					25
Other activities:					

3.7 Total individual study hours	108
3.8 Total hours per semester	150
3.9 Number of ECTS credits	6

4. Prerequisites (if necessary)

4.1. curriculum	• Fundamentals of programming
4.2. competencies	• Medium programming skills

5. Conditions (if necessary)

5.1. for the course	• Class room with projector
5.2. for the seminar /lab activities	•

6. Specific competencies acquired

Professional competencies	C4.1. Definition of concepts and basic principles of computer science, and their mathematical models and theories. C4.3. Identification of adequate models and methods for solving real problems C4.5. Adoption of formal models in specific applications from different domains
Transversal competencies	CT1. Apply rules to: organized and efficient work, responsibilities of didactical and scientifical activities and creative capitalization of own potential, while respecting principles and rules for professional ethics CT3. Use efficient methods and techniques for learning, knowledge gaining, and research and develop capabilities for capitalization of knowledge, accommodation to society requirements and communication in English.

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	• Study of data structures that can be used to implement abstract data types (arrays, linked lists, heaps, hash tables, binary trees).
7.2 Specific objective of the discipline	• Study of the concept of abstract data type and the most frequently used abstract data types in application development. • Study of the data structures that can be used to implement these abstract data types. • Develop the ability to work with data stored in different data structures and to compare the complexities of their operations. • Develop the ability to choose the appropriate data structure in order to model and solve real world problems. • Acquire knowledge necessary to work with existing data structure libraries.

8. Content

8.1 Course	Teaching methods	Remarks
1. **Introduction. Data structures. Abstract Data Types** • Data abstractization and encapsulation • Pseudocode conventions • Complexities	- Exposure - Description - Examples - Didactical demonstration	
2. **Arrays. Iterators** • Dynamic array • Amortized analysis	- Exposure - Description - Conversation - Didactical	

• Interface of an iterator	demonstration	
3. **Binary Heap** • Definition, representations, specific operations • HeapSort	- Exposure - Description - Conversation - Didactical demonstration	
4. **Linked Lists** • Singly linked list: representation and operations • Doubly linked list: representation and operations • Iterator for linked lists	- Exposure - Description - Conversation - Didactical demonstration - Case study	
5. **Linked Lists II** • Sorted linked lists: representation and operations • Linked lists on arrays: representation and operations	- Exposure - Description - Conversation - Didactical demonstration	
6. **Abstract Data Types** • ADT Set: description, domain, interface and possible representations • ADT Map: description, domain, interface and possible representations • ADT Matrix: description, domain, interface and possible representations	- Exposure - Description - Conversation - Didactical demonstration	
7. Abstract Data Types II • ADT List: description, domain, interface and possible representations • ADT Stack: description, domain, interface and possible representations on arrays and linked lists • ADT Queue: description, domain, interface and possible representations on arrays, circular arrays and linked lists. • Problems solved with stacks and queues	- Exposure - Description - Conversation - Didactical demonstration - Case studies	
8. ADT Priority Queue • Description, domain, interface and possible representations on arrays, linked lists and heaps	- Exposure - Description - Conversation - Didactical demonstration - Case studies	
9. **Hash Table** • Direct address tables • Hash tables: description, properties • Collision resolution through separate chaining	- Exposure - Description - Conversation - Didactical demonstration	
10. **Hash Table II** • Collision resolution through coalesced chaining	- Exposure - Description - Conversation	

• Collision resolution through open addressing • Containers represented over hash tables	- Didactical demonstration	
11. **Trees** • Concepts related to trees • Applications of trees • Possible representations • Tree traversals	- Exposure - Description - Conversation - Didactical demonstration	
12. Binary Trees • Description, properties • Domain and interface of ADT Binary Tree • Tree traversals: recursive/non recursive algorithms.	- Exposure - Description - Conversation - Didactical demonstration	
13. **Binary Search Trees** • Description, properties • Representation • Operations: recursive and non-recursive algorithms Containers represented over binary search tables	- Exposure - Description - Conversation - Didactical demonstration	
14. **Applications of the studied DS**	- Conversation - Debate	

Bibliography

1. T. Cormen, C. Leiserson, R. Rivest, C. Stein: Introduction to algorithms, Third Edition, The MIT Press, 2009
2. S. Skiena: The algorithms design manual, Second Edition, Springer, 2008
3. N. Karumanchi: Data structures and algorithms made easy, CareerMonk Publications, 2016
4. M. A. Weiss: Data structures and algorithm analysis in Java, Third Edition, Pearson, 2012
5. R. Sedgewick: Algorithms, Addison-Wesley Publishing, 1984

8.2 Seminar	Teaching methods	Remarks
		Seminar is structured as 2 hour classes every second week.
1. ADT Bag with generic elements. Representations and implementations on an array. Iterator for ADT Bag	- Exposure - Conversation - Examples - Debate	
2. Complexities	- Exposure - Examples - Debate - Conversation	
3. Sorted Multi Map – representation and implementation on a singly linked list.	- Exposure - Examples - Debate - Conversation	
4. Bucket sort, Lexicographic sort, radix sort. Merging two singly linked lists	- Exposure - Examples	

	- Debate - Conversation	
5. Hash tables. Collision resolution through coalesced chaining.	- Exposure - Examples - Debate - Conversation	
6. Project presentation	- Project presentation	
7. Binary Trees	- Exposure - Examples - Debate - Conversation	

Bibliography

1. T. Cormen, C. Leiserson, R. Rivest, C. Stein: Introduction to algorithms, Third Edition, The MIT Press, 2009
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3. N. Karumanchi: Data structures and algorithms made easy, CareerMonk Publications, 2016
4. M. A. Weiss: Data structures and algorithm analysis in Java, Third Edition, Pearson, 2012
5. R. Sedgewick: Algorithms, Addison-Wesley Publishing, 1984

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

- The content of this discipline is consistent with the content of the Data structures and algorithms courses from other universities in Romania and abroad.
- The content of the discipline ensures the necessary fundamental knowledge needed for using abstract data types and data structures in application design.

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.1 Course	• Correctness and completeness of the assimilated knowledge • Knowledge of applying the course concepts	Written evaluation (in week 14): written exam	70%
10.2 Project	• Realization and presentation of a project, allocated in Seminar 3. • C++ implementation of the concepts and algorithms presented at the lectures • Respecting the deadlines for project	Correctness of the documentation (specifications, algorithms, complexities) and implementation	30%

	presentation.		
10.3 Seminar	• Seminar activity	Active participation at the discussions during the seminar (asking and answering questions, volunteering to solve a problem, etc.)	Maximum 0.5 points, added to the final grade
10.4 Minimum performance standards			
• Knowledge of the basic concepts. Each student has to prove that he/she has acquired an acceptable level of knowledge and understanding of the domain, that he/she is capable of expressing the acquired knowledge in a coherent form, that he/she has the ability of using this knowledge for problem solving. • For participating at the written exam, a student must have at least 5 seminar attendances. • For successfully passing the examination, a student must have at least 5 for the laboratory and as a final grade.			

Date	Signature of course coordinator	Signature of seminar coordinator
29.04.2021	Lect. PhD. Oneț-Marian Zsuzsanna	Lect. PhD. Oneț-Marian Zsuzsanna

Date of approval

Signature of the head of department

Prof. PhD. Diosan Laura