CSCI 232: Data Structures and Algorithms

Course Conclusion, Review

Reese Pearsall Spring 2024

https://www.cs.montana.edu/pearsall/classes/spring2024/232/main.html

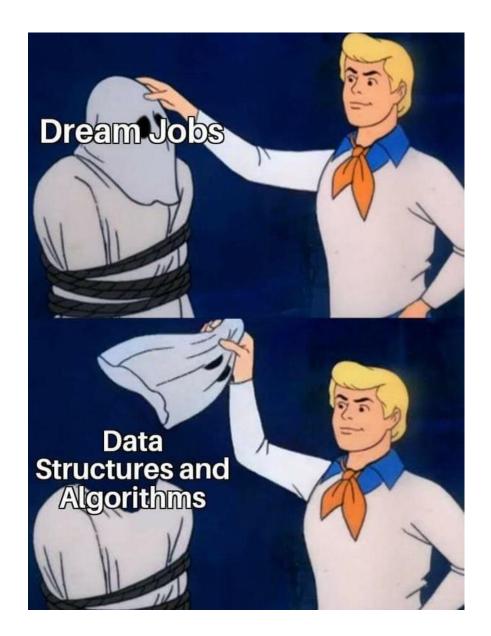


Announcements

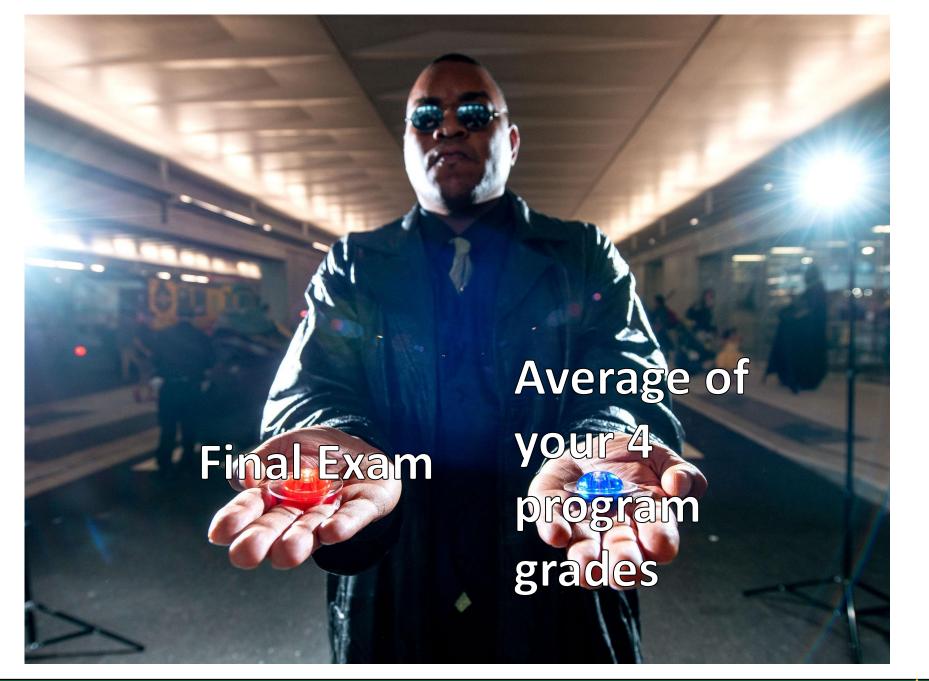
Lab 13- Course Evaluation

Program 4 due Sunday @ 11:59 PM

Check your grades this week. Make sure nothing seems wack









Final Exam

Thursday, May 9th @ 10:00 AM – 11:50 AM Barnard Hall 103

(1) Show up, take the exam normally

OR

(2) Don't show up, andaccept the average ofyour 4 program grades

I will always take the highest of these two grades

Exam Contents

Graphs

tiona.

- Minimum Spanning Tree
- Shortest Path
- Dynamic Programming
- Greedy Algorithms
- Divide and Conquer

Same rules and format as midterm exam



Please Let me know if you are planning on taking the final exam

On the
$course \rightarrow$
website

Do you plan on taking the CSCI 232 Final exam? *	
O Yes	
Submit	Clear form



Final Exam Review



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CSCI 232- Data Structures and Algorithms

"Tools"

- Arrays
- Linked Lists
- Stacks/Queues
- Hash Tables
- Trees
- Graphs



"Use of tools"

- Sorting
- Searching
- Routing
- Optimization



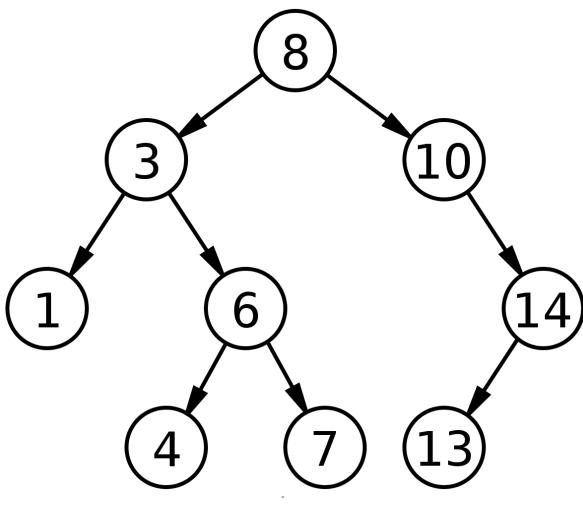


A data structure is a mechanism for storing and organizing data

An **algorithm** is a series of instructions to be followed to solve some problem



(Balanced) Binary Search Trees



- Class TreeSet<E>
- Class TreeMap<K,V>

- O(logn) Addition Time
- O(logn) Removal Time
- O(logn) Search Time

Not as efficient for adding/removing, but much more efficient to search through

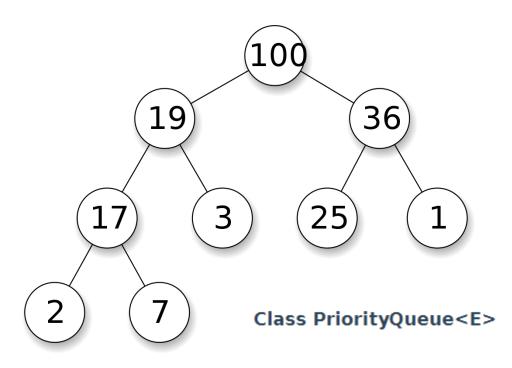
How to guarantee balance? → Red/Black Trees!

More complex operations, especially in a self-balancing tree (rotations, replacements, etc)

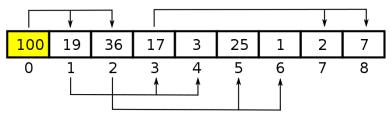


Неар

Tree representation



Array representation



- O(logn) Addition Time
- O(logn) Removal Time
- O(n) Search Time
- **O(1)** Retrieving Highest Priority Element

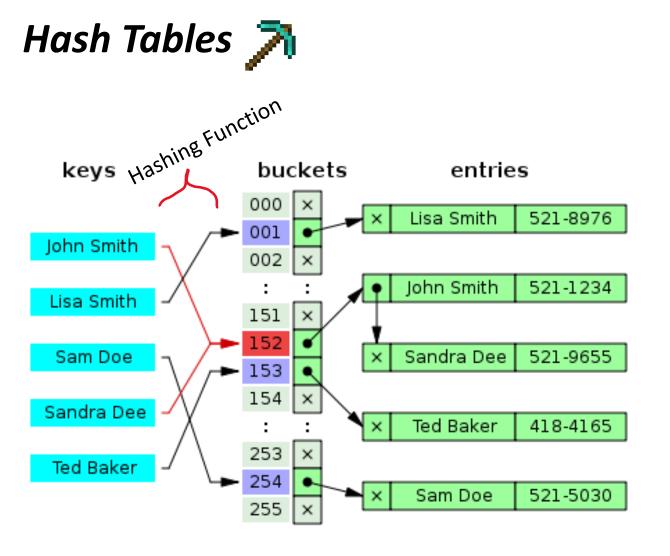
A priority queue!!

Efficient at retrieving the highest priority element

General searches are not as efficient

Creating a heap from an (unsorted) array is also efficient





Class HashMap<K,V>

Class HashSet<E>

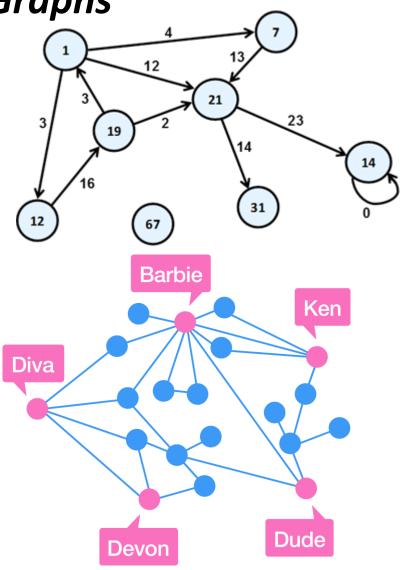
(These libraries are very optimized to avoid collisions $\textcircled{\odot}$)

- O(1) Addition
- O(1) Removal
- O(1) Retrieval/Contains
- O(n) searching if you don't have key
 (n = # of keys)

<u>Downsides</u> No Duplicate Keys Unordered Difficult to Sort Collisions can be spooky



Graphs



A fundamental data structure that can be applied to *many* problems

Many problems that don't seem like a graph problem can be restructured to a graph problem

Many graph algorithms can be done in polynomial time (shortest path, searching, MST)





Algorithms

- Breadth-First
- Depth-First
- Heap Sort
- Hashing Function
- Collision Resolution
- Kruskal's Algorithm (MST)
- Primm's Algorithm (MST)

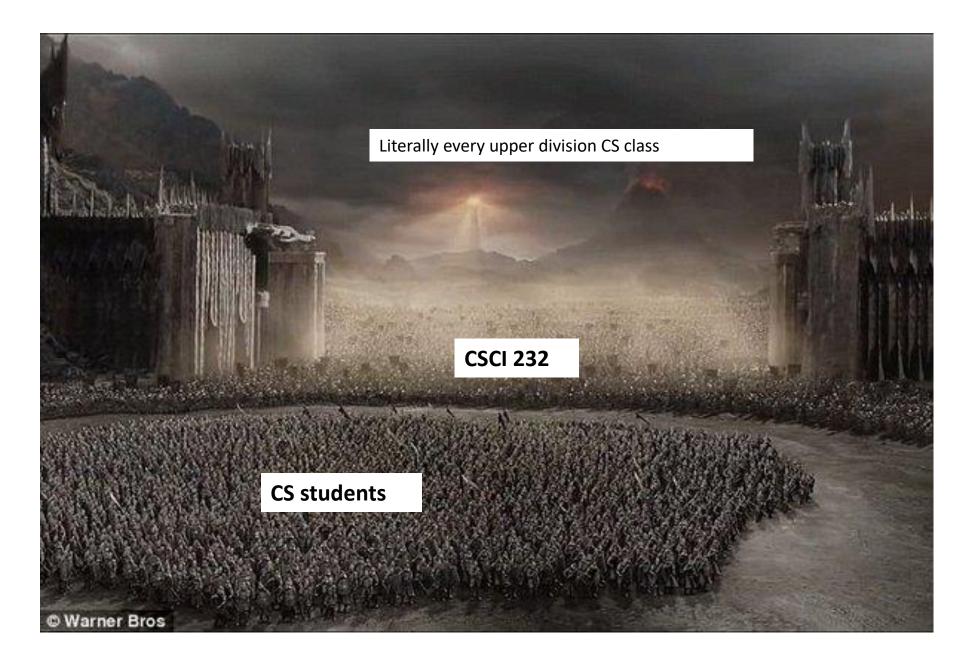
- Dijkstra's Algorithm (Shortest Path)
- A* (Shortest Path)
- Greedy Algorithms

 Knapsack Problem
 Traveling Salesman
- Dynamic Programming

 Change Making
 - Rod Cutting
 - o Edit Distance
- Divide and Conquer
 Closest Pair

There are some problems that we don't have an efficient algorithm for!

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Thank You!

This class has been fun to teach. I think this class is much more enjoyable and interesting than CSCI 132. (you built some pretty cool things in this class!)

It really enjoyed being able to have you in CSCI 132 and CSCI 232

I hope you enjoyed this class, and I hope the stuff you learned will be helpful in your career/future classes (this is one of the **most important** classes you take!)

If I can be of assistance to you for anything in the future (reference, advising, support), please let me know!

I will be teaching CSCI 466, CSCI 476, and ??? next semester**



Reese Pearsall (He/Him) Instructor at Montana State University Bozeman, Montana, United States · Contact info **if I am here



Congrats to those that are graduating next weekend! I hope you find a job that you love!





Meatball wishes you good luck

