CSCI 232: Data Structures and Algorithms

Course Conclusion, Review

Reese Pearsall Spring 2025

Announcements

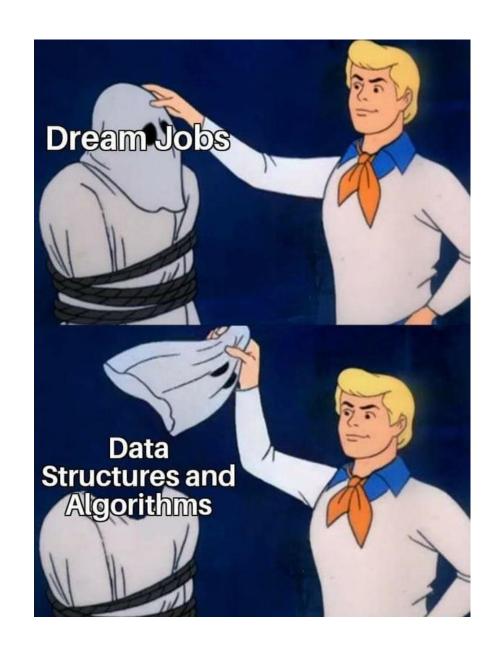
Lab 11- Course Evaluation due tomorrow

 Still need to submit a screenshot to D2L

LeetCode XC due tomorrow

Program 4 due Sunday @ 11:59 PM

Check your grades this week. Make sure nothing seems wack



Final Quiz

Tuesday, May 6th @ 10:00 AM – 11:50 AM Barnard Hall 103
Bring your laptop

Will be a D2L quiz just like the other quizzes, but

- Cumulative
- A little bit longer than the other quizzes

You can use any notes, assignments, slides, lecture recordings, documentation, but just no accessing external resources or AI tools

I'd recommend bringing a scratch piece of paper, notebook, or something you can write on

Quiz Contents

- Linked Lists
- Trees
- BST
- Heaps
- Hash Tables
- Graphs
- Graph Algorithms
- Minimum Spanning Tree
- Shortest Path
- Greedy Algorithms
- Divide and Conquer
- Dynamic Programming

Final Quiz Review

CSCI 232- Data Structures and Algorithms





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







"Use of tools"

- Sorting
- Searching
- Routing
- Optimization

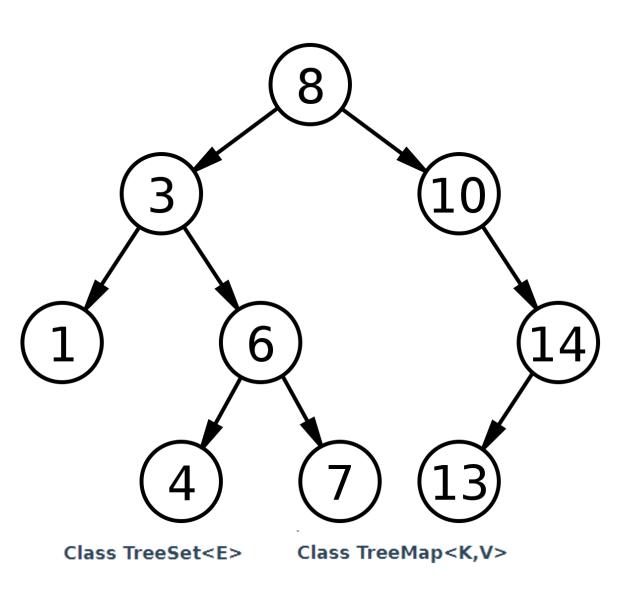




A data structure is a mechanism for storing and organizing data

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

(Balanced) Binary Search Trees



- 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

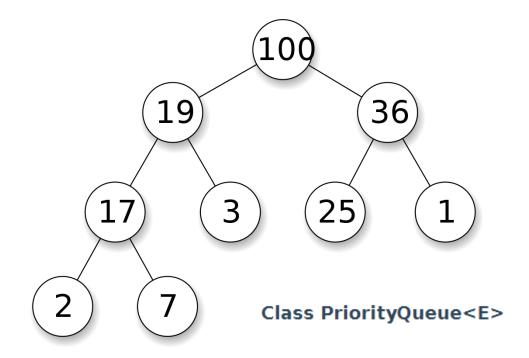
How to guarantee balance?

→ Red/Black Trees!

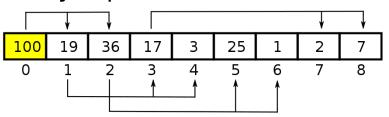
More complex operations, especially in a self-balancing tree (rotations, replacements, etc)

Неар

Tree representation



Array representation



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

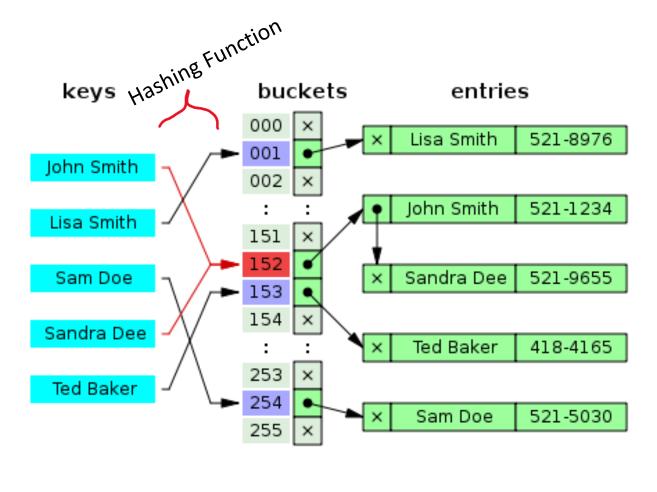
A priority queue!!

Efficient at retrieving the highest priority element

General searches are not as efficient

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

Hash Tables 🥕



Class HashMap<K,V>

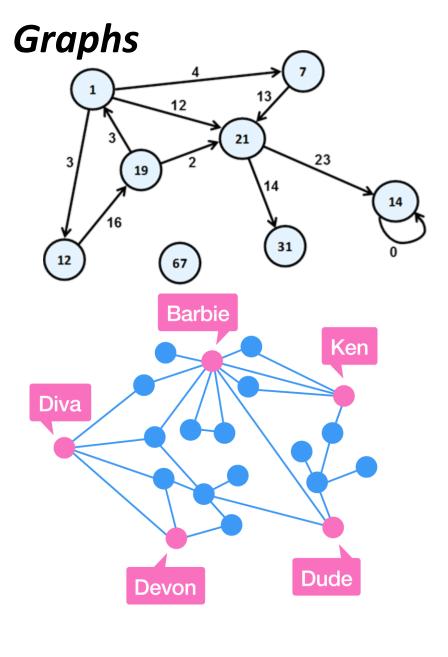
Class HashSet<E>

(These libraries are very optimized to avoid collisions ©)

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

Downsides

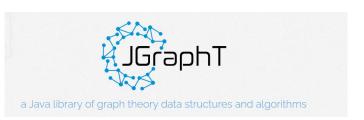
No Duplicate Keys
Unordered
Difficult to Sort
Collisions can be spooky



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

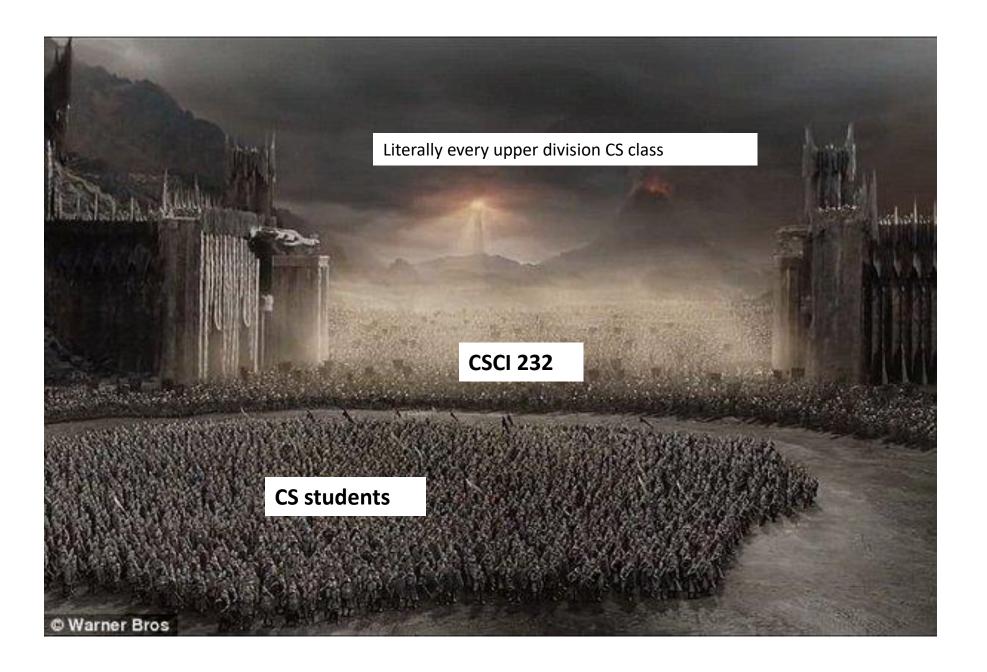
- Breadth-First
- Depth-First
- Heap Sort
- Hashing Function
- Collision Resolution
- Kruskal's Algorithm (MST)
- Primm's Algorithm (MST)

- Dijkstra's Algorithm (Shortest Path)
- A* (Shortest Path)
- Greedy Algorithms
 - Knapsack Problem
 - Traveling Salesman
- Dynamic Programming
 - Change Making
 - Rod Cutting
 - Edit Distance

Divide and Conquer

Closest Pair

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



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!)

I really enjoyed being able to have you for both 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 CSCI 232 next semester



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





Meatball wishes you good luck for finals week