

# CS 4390

## Applied Data Structures Syllabus 2024

Course Website	Content is hosted on <a href="https://edstem.org/[temp]">edstem.org/[temp]</a>
Class Times & Instructors	See below in <a href="#">Section 4 (Staff &amp; Course Times)</a>
Class Location	Will be hosted virtually via <a href="#">Google Meet</a>
# of Credits	3 credits

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# 1. General Course Description

## 1.1 Course Description

This course will teach students the skills needed for technical coding interviews at companies like Google. It will focus on understanding how to choose optimal algorithms and data structures for different problems, how to apply them, and how to explain their reasoning. Topics covered will include hash tables, recursion, linked lists, trees, and graphs.

## 1.2 Lecture Structure

Students in the course will be split into different sections. Lectures for each section will occur twice a week (either Monday/Wednesday or Tuesday/Thursday) for 80 minutes. Lectures focus on introducing new concepts and having students practice coding exercises. Some lectures will include short quizzes.

## 1.2 Prerequisites

Students interested in taking the course must be able to:

1. Describe and have the familiarity with the following data structures:
  - a. Arrays
  - b. Singly Linked Lists
  - c. Stacks
  - d. Queues
  - e. Binary Trees / Binary Search Trees (basic understanding)
  
2. Use (as a black box) the following data structures when solving coding problems (no need to know how they are implemented):
  - a. Hash Maps / Dictionaries
  - b. Hash Sets / Sets
  
3. Describe and have the familiarity with the following searching and sorting algorithms:
  - a. Linear Search
  - b. Binary Search
  - c. Merge Sort
  - d. Bubble Sort (or another quadratic sorting algorithm)
  
4. Use Big-O notation to describe the running time of non-recursive algorithms and basic data structure operations (1a-e).

5. Write and trace algorithms (to ensure solution correctness and understanding) that use the following:
  - a. Primitive variable types (booleans, integers, floating-point numbers, and characters)
  - b. Non-primitive (reference-based) variable types, including arrays, strings, and other user-defined classes / data structures (1a-e)
  - c. Arithmetic (+, -, \*, /), relational (>, >=, <, <=, ==, !=), and boolean (and, or, not) operators
  - d. Functions / methods (primitive vs. non-primitive parameter passing)
  - e. If-statements
  - f. Loops
  - g. Recursion (basic)
  
6. Apply (at a basic level) the following problem-solving constructs/strategies: problem decomposition, pattern recognition, abstraction, algorithmic thinking, solution evaluation, and reflection.

### 1.3 Course Aims and Learning Objectives

This course aims to teach students to:

- Improve their understanding of and comfort applying data structures and algorithms to solve real-world problems
- Identify optimal data structures or algorithms when solving problems and explain their reasoning
- Learn and practice skills required for technical interviews
- Improve their ability to solve programming tasks within a time constraint

#### Level 3: Synthesis and Evaluation:

Level 3 outcomes are those in which the student can apply the material in new situations. This is the highest level of mastery. On successful completion of this course, students will be able to:

1. Use the Big-O notation to analyze runtime and space efficiency of (recursive and non-recursive) algorithms and data structure operations.
2. Identify and evaluate algorithm design and data structure tradeoffs when solving real-world problems.
3. Articulate and defend decisions when problem-solving using metrics concerning efficiency, correctness, coverage, robustness, and adequacy in fulfilling problem requirements.
4. Apply, modify, and extend fundamental data structures when required to build better solutions.
5. Design, apply, and communicate rigorous testing strategies that demonstrate problem understanding, edge-case consideration, correctness, and strong problem-solving processes.

6. Apply (at a competitive level) problem-solving skills required for solving technical problems, including problem decomposition, question formulation, pattern recognition, abstraction, solution analysis, whiteboarding, tracing/testing, data structure and algorithm selection, and decision making (articulation and defense).

### **Level 2: Application and Analysis:**

Level 2 outcomes are those in which the student can apply the material in familiar situations, e.g., can work out a problem of familiar structure with minor changes in the details. Upon successful completion of this course, students will be able to:

1. Assess, compare, and use the following data structures when solving real-world and technical interview problems:
  - a. Array Lists
  - b. Dictionaries
  - c. Sets
  - d. Linked Lists
  - e. Stacks
  - f. Queues
  - g. Binary, Binary Search, and Balanced Binary Trees
  - h. Graphs
2. Design and implement non-trivial recursive algorithms and identify contexts where recursive solutions are commonly preferred.
3. Trace non-recursive and recursive algorithms (call stack understanding and simulation).
4. Use common algorithm design techniques and identify when they need to be applied

### **Level 1: Knowledge and Comprehension**

Level 1 outcomes are those in which the student has been exposed to the terms and concepts at a basic level and can supply basic definitions. On successful completion of this course, students will be able to:

1. Describe how technical coding interviews are conducted at companies like Google.
2. List the skills required to succeed during a technical interview.
3. Describe the *dos* and *don'ts* when interviewing for a technical position.

## **2. Course Resources**

### **2.1 Asking Questions**

If students have questions outside of class, there are several venues where they can ask them:

- **Course email:**
  - If students have questions that they don't want to send publicly in the group chat (e.g. a question that includes a snippet of their code), they can email the course staff at [tx24-ads-leads@techexchange.in](mailto:tx24-ads-leads@techexchange.in)
- **Office hours:**
  - Instructors will host office hours throughout the semester via video chat. You should see invitations to office hours on your Google Calendar. Feel free to attend office hours for any of the instructors, even if they aren't the instructor for your section.
- **Individually email your instructors or the Course PgM**
  - If you have questions specifically for your instructors or the Course PgM - all emails can be found within Google Classroom
- **Discord**
  - You should've been added to our Google Tech Exchange 24 Discord. In the different channels you can ask general questions, chat with instructors, TAs mentors, mock interviewers and other students
  - Channels: #general-techX → general TechX questions
  - Channels: #applied-data-structures → Course questions, student collaboration, office hour reminders
- **ADS TAs**
  - If you need additional assistance with your coding assignments you can also reach out to your assigned ADS TA via email or discord.

## 2.2 Required textbooks

None. Students will access assignments and readings via Google Classroom and EdStem. Some useful resources that you may want to consult are:

- [Python tutorial by tutorialspoint.com](#)
- [LeetCode tutorials on common data structures & algorithms](#)
- [Python Wiki](#)

## 2.3 Tools and Resources

The course utilizes several platforms to host material and exams:

- [Edstem](#): An educational tool which will host all lecture slides, collaborative projects, quizzes, and surveys.
- [CodeSignal](#): An technical interview platform that the course leverages to host all exams. This platform

## 2.4 Department resources

The course will be co-taught with instructors from Google and faculty from partner universities.

## 4. Staff & Course Times

Section	Role	Name	Email
A M/W 9:10-10:45am Eastern	Google Instructor	Chris Achille	achille@techexchange.in
	Faculty Instructor	Alcibiades Bustillo	alcibiades.bustillo@techexchange.in
	Course PgM	Donielle Elizabeth	donielleliz@techexchange.in
B M/W 9:10-10:45am Eastern	Google Instructor	Daniel Shanker	shankerd@techexchange.in
	Faculty Instructor	Samira Zad- FIU	szad@techexchange.in
	Course PgM	EJ Lin	ejlin@techexchange.in
C M/W 1:10-2:45pm Eastern	Google Instructor	Matt Kenison	mkenison@techexchange.in
	Faculty Instructor	Bin Tang	tang.bin@techexchange.in
	Course PgM	Kenturah Walker	kwalk@techexchange.in
D M/W 3:10-4:45pm Eastern	Google Instructor	John Paul Harriman	jpharriman@techexchange.in
	Faculty Instructor	Inna Pivkina	ipivkina@techexchange.in
	Course PgM	Annabelle Lindo	annabellelindo@techexchange.in
E M/W 3:10-4:45pm Eastern	Google Instructor	Mark Pilloff	pilloff@techexchange.in
	Faculty Instructor	Chung Ng	chung.ng@techexchange.in
	Course PgM	Tyler Sharp	tylersharp@techexchange.in
F T/Th 9:10-10:45am Eastern	Google Instructor	Chris Achille	achille@techexchange.in
	Faculty Instructor	Alfred Watkins	alfred.watkins@techexchange.in
	Course PgM	Michael Toney	mtoney@techexchange.in
G T/Th 5:10-6:45pm Eastern	Google Instructor	Mark Pilloff	pilloff@techexchange.in
	Faculty Instructor	Olac Fuentes	ofuentes@techexchange.in
	Course PgM	Malcolm Hegeman	malcolmhegeman@techexchange.in
H T/Th 5:10-6:45pm Eastern	Google Instructor	Matt Kenison	mkenison@techexchange.in
	Faculty Instructor	Ning Zhang	nzhang@techexchange.in

	Course PgM	Bene Webster	benewebster@techexchange.in
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### 4.1 Office Hours

Host	Day of the Week	Time	Link
Mark Pilloff	Tuesday / Thursday	1–2 PM EST	<a href="https://meet.google.com/qmm-yxjm-wzz">meet.google.com/qmm-yxjm-wzz</a>
Chris Achille	Monday	10:30am-Noon ET	<a href="https://meet.google.com/stf-staz-hys">meet.google.com/stf-staz-hys</a>
Chris Achille	Thursday	10:30am-Noon ET	<a href="https://meet.google.com/stf-staz-hys">meet.google.com/stf-staz-hys</a>
John Paul Harriman	Thursday	2:00pm-2:30pm ET	<a href="https://meet.google.com/cuc-vtob-ahh">meet.google.com/cuc-vtob-ahh</a>
John Paul Harriman	Friday	3:30pm-4:30pm ET	<a href="https://meet.google.com/cuc-vtob-ahh">meet.google.com/cuc-vtob-ahh</a>
Matt Kenison	Monday Friday	5:00-6:00 EST 1:00-4:00 EST	<a href="https://meet.google.com/wav-xfmq-kfy">meet.google.com/wav-xfmq-kfy</a>

### 5. Units Covered

Unit	Topics
1	Intro and List Techniques
2	Dictionaries and Sets
3	Stacks and Queues
4	Linked Lists
5	Recursion
6	Searching + Sorting
7	Trees
8	Graphs

## 5.1 Tentative Assignment Dates

Units	HW Assigned	HW Due	Exam Due
Unit 1	1/19	1/31	Exam 1: 2/1
Unit 2	1/26	2/7	
Unit 3	2/7	2/21	Exam 2: 2/22
Unit 4	2/14	2/28	
Unit 5	2/23	3/7	Exam 3: 3/21
Unit 6	3/2	3/24	
Unit 7	3/21	4/6	Exam 4: 4/18
Unit 8	4/4	4/21	

## 6. Assessment and Grades

### 6.1 Components of course grade

% of grade	Amount	Component	Description
10%	26	Section Attendance & Participation	Each class period students can receive up to 4 points total for attendance. <ul style="list-style-type: none"> <li>● <b>2 points</b> for camera on</li> <li>● <b>1 point</b> for attending</li> <li>● <b>1 point</b> for participating</li> </ul>
5%	8	In-class Quizzes & Surveys	There will occasionally be in-class quizzes and surveys. These will be relatively short (should take less than 15 minutes) and will be used to assess your understanding of concepts that have been covered in the course up to that point. They will be graded for completion, but NOT for correctness.
20%	12	Labs	There will be lab time once a week. Within the lab you will collaborate with a group of classmates and Googlers to work on practice assignments related to the current unit. You will be graded based on active participation in the problem solving process.



25%	8	Homeworks	Homework problems will be assigned for each unit. You <b>are</b> allowed to collaborate with others beside your instructors and TAs. These problems are designed to help you attain the unit's learning outcomes and sharpen your problem-solving skills in preparation for exams.
40%	4	Exams	There will be a total of <b>4 Exams</b> . Exams will be time limited (1-3 hours) assessments that include multiple choice and/or coding problems. You are <b>NOT</b> allowed to collaborate with others for exams. Your TA will grade exams using unit tests and manual evaluation of your code.

### 6.2 Grading Scale

Some assignments during the course will be graded on a curve. Your grade will only be curved up - we will not curve your grade down. In other words, The final course grade will be determined by your overall percent score in the course:

Percent of points earned	Letter Grade
90+	A
80+	B
70+	C
60+	D
< 60	F

### 6.3 Late Work policy

For each day that a homework is late, 10% of the total homework points will be deducted. For example if a homework is worth 20 points and it's 3 days late, 6 points will be deducted.

**Homework submitted more than 5 days late will not be accepted** (solutions will be posted 5 days after the homework is due). For example, if homework is due by Wednesday EOD, you can submit it up to Monday EOD but not after. If you need to request an extension, [submit this form](#).

To help provide flexibility, we will drop your lowest homework score from your grade calculation. For example, if there are 4 homework assignments throughout the course and you score: 86%, 94%, 92%, 82% – we will drop the 82% score from your final grade calculation.

## 6.4 Attendance Policy

Students are expected to attend classes regularly, on time, and **with cameras on**.

- You must attend classes on time and actively participate during group work to get credit.
- If you have a **VALID** excuse to miss class, please [submit this form](#).
- All students will be required to have cameras on to receive full attendance credit.
- There will be brief quizzes and surveys during some classes. These quizzes will be graded for completion, NOT for correctness. The quizzes are intended to provide feedback to your instructors.

For each class period, you can receive a total of 4 points:

- **2 points** for camera on
- **1 point** for attending
- **1 point** for participating

## 6.5 Plagiarism Policy & Guidelines for Collaboration/AI use

All instances of plagiarism will be directed to the university administration, which will conduct the appropriate hearings. Use the table and guidelines below to determine if you can collaborate on a given assignment.

### What kind of help can I get on an assignment?

Type of work	Help allowed from
Exercises during class	Your instructor, TA, or other student enrolled in this course
Quizzes during class	No help permitted
Homework Assignments	Your instructor and TA. Read the homework instructions to determine how to collaborate with classmates.
Lab Assignments	TA, other students, AI to review solution <b>ONLY</b> at the end of the lab
Exams	No help permitted

Students are **not** allowed to share or look at another student's code for any exams. The following are **not allowed** for exams:

- Use of AI tools includes but is not limited to:
  - Copying and pasting prompts into an AI tool
  - Copying/pasting code generated from an AI tool
  - Slightly modifying code generated from an AI tool

- Copy/pasting code. This includes but is not limited to copy/pasting code from:
  - Another student enrolled in the class
  - A person not enrolled in the class
  - Any online source
- Sharing your code with someone else. This includes but is not limited to:
  - Posting your code to a public github repo (repos are public by default - beware!)
  - Emailing your code
  - Sharing a google doc or other file containing your code
  - Sending code snippets in a chat/text
  - Screen sharing your code for someone else to see
  - Writing your code on a whiteboard for someone else to take a picture of
  - Reading your code aloud to someone else
  - Two or more people discussing line-by-line what code to write aloud over e.g. video chat as you are writing it, even if you are both typing up the code separately
- Reading someone else's code
- Asking other students questions about the quiz or exam.

### CodeSignals Plagiarism Detection

CodeSignal provides several tools for instructors to detect plagiarism. These tools include but are not limited to:

- Students opening multiple tabs
- Student code replay
- Student similarity reading
- Student plagiarism from notable online resources

If CodeSignal flags students for plagiarism at all, the **student will receive an automatic zero for that exam.**

*If you're worried that you'll be mistakenly flagged for plagiarism, include a comment in your submission explaining why. Students in general must be prepared to explain any code they submit.*

*Consequences:*

*If caught cheating, there will be a conversation between you and your instructor and the program team. The program team will also report this to your academic institution and academic lead.*

## 7. ADA Policies and Procedures

If a student has a particular accommodation to be made, they must fill out [this form](#) to request additional accommodations.