CS 2302 Data Structures
Spring 2024

1. General Information

**Meeting times and place:**
- Section 21255 – Mondays and Wednesdays 12:00 - 1:20 p.m. in EDUC 114
- Section 24269 – Mondays and Wednesdays 3:00 - 4:20 p.m. in CCSB G.0208

**Instructional Staff:**

**Instructor:**
Olac Fuentes  
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Office hours: Tuesdays and Thursdays 3:00 - 4:20 p.m. of by appointment in CCSB 3.0412

**Teaching Assistants (TA):**
Angel Coronel (21255)  
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**Institutional Assistants (IAs):**
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**MS Teams availability:** Feel free to send questions through MS Teams to any member of the instructional staff; we will reply as soon as we can.

**Requests:**
- Bring your laptop and paper and pencil to every lecture
- Do not open your laptop during class unless we are working on an exercise
- Attach a label with your name to the back of your laptop
- Turn on your camera for remote meetings
Grading Responsibilities: If you have a question about the grading of a particular assignment, please contact the staff member responsible for that item. If the issue cannot be solved, contact the instructor. Grading responsibilities are as follows:

- Exams: Instructor
- Lab Assignments: TAs
- Quizzes and homework: IAs

Textbook (recommended, not required):
Introduction to Python Programming and Data Structures, Y. Daniel Liang, Pearson (eText), Second Edition.

2. Objectives and Outcomes

This is the third and final course in the fundamental computer science sequence. Students will learn about fundamental data structures and analysis and design of algorithms.

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. Given a problem, judge which data structures are required to solve it efficiently and justify the selection.
2. Solve problems using arrays and lists.
3. Given a non-recursive algorithm examine its loop structure, assess its asymptotic running time in relation to the size of the input, and express it using big-O notation.
4. Given a recursive algorithm, examine its structure, formulate, and solve a recurrence equation defining its running time in relation to the size of the input, and express it using big-O notation.
5. Design and implement solutions to computational problems based on iteration and recursion.
6. Trace the behavior of functions and algorithms involving iteration and recursion.

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 a problem of familiar structure with minor changes in the details.

Upon successful completion of this course, students will be able to:

1. Describe, implement, and use the following data structures:
   a) Heaps
   b) Balanced search trees
   c) Graphs
2. Solve problems using hashing, specifically using language-specific data structures (e.g., sets and dictionaries in Python)
3. Describe, implement, and apply the following graph algorithms:
   a) Breadth-first search
   b) Depth-first search
   c) Topological sorting
   d) Minimum spanning trees (Kruskal’s and Prim’s)
   e) Single-source shortest paths (Dijkstra’s algorithm)
4. Assess space requirements of algorithms in relation to the size of their inputs.

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. Identify and explain the following algorithm design techniques:
a) Greedy algorithms
b) Divide and conquer
c) Dynamic programming
d) Backtracking
e) Randomized algorithms

3. Policies and Other Information

Prerequisites: Minimum "C" grade in CS2401 and MATH 2300.

Grading: Final grades will be computed using the following weights:
- 12% - Lab projects
- 18% - Quizzes, homework, attendance, and in-class exercises
- 50% - Partial Exams (4 exams)
- 20% - Final exam

Note: In-class exercises, including quizzes, are considered teaching rather than assessment instruments, thus you are allowed, and encouraged, to ask the instructor, TA and IA for feedback and help.

The nominal percentage-score-to-letter-grade conversion is as follows:
- 90% or higher is an A
- 80-89% is a B
- 70-79% is a C
- 60-69% is a D
- below 60% is an F

We reserve the right to adjust these criteria downward, e.g., so that 88% or higher results in an “A”, based on overall class performance. The criteria will not be adjusted upward, however. You must earn a “C” or better to be able to register for upper division computer science courses.

Late homework submission: Answers to homework assignments will be posted at the deadline, thus no late homework will be accepted.

Collaboration:
Collaboration among students is strongly encouraged.
It is OK to:
- Talk with other students about approaches and ideas.
- Get ideas and extra information from the internet, books, etc.

However, it is not OK to:
- Share code with another student (if a piece of code is submitted by two or more students, both students are guilty of cheating, regardless of who wrote the original code).
- Use code acquired from an outside source (the internet, a friend, etc.)
- Look at another student’s code
- Debug another student’s code

We will use software to detect plagiarized programs and take appropriate disciplinary actions if necessary.

Attendance policy: Students are expected to attend all lectures. A student missing more than four lectures without making prior arrangements may be dropped from the class.

Disabilities: If you feel that you may have a disability that requires accommodation, contact the Center for Accommodations and Support Services (CASS) at 747-5148, go to Room 106E Union, or email cass@utep.edu

4. Lab Submission Guidelines
Lab assignments will be posted online. Each lab grade will be computed from the following three elements:

- Report (40% of grade)
- Source code (60% of grade)
- Demo session (pass/fail)

**Report:**
You must submit Colab notebook for every lab containing the source code and a report that includes the following items:

- **Introduction** – Description of the problem you are trying to solve
- **Proposed solution design and implementation** – How did you solve (or attempt to solve) the problem? Provide an informal, high-level description. Description of your code (not the actual code). Explain the design choices you made, including how you broke the program into modules, your user interface, input and output, etc.
- **Experimental results** – Describe the experiments you performed to test your program and show the output your program produced. The experiments must be described in a way that allows anybody to replicate them using your code. **Include sample runs that illustrate the outputs and running times of your program under different types of inputs. If results are not included in the report, we will assume that your program does not work.**
- **Conclusions** – Explain what you learned from the project.

Reports will be graded as follows:

- **Completeness (12%)**
  Does your report cover all required aspects in enough detail?
- **Clarity (10%)**
  Are those aspects clearly explained?
- **Language (10%)**
  Is the report written with proper grammar and spelling?
- **Presentation (8%)**
  Is the formatting appropriate?

**Source Code:**
Programs and reports must be submitted through Blackboard (submit a copy of the ipynb file, not a link). Labs not submitted this way will not be eligible for credit.

Source code will be graded using the following guidelines:

- **Correctness (36%)**
  Does the program compile?
  Does the program run correctly?
- **Design (6%)**
  Are operations broken down into methods in a reasonable way?
- **Style (6%)**
  Is the program indented correctly and consistently?
  Do methods and variables have meaningful names?
- **Robustness (6%)**
  Does the program handle erroneous or unexpected input gracefully?
- **Documentation (6%)**
  Do all program files begin with a comment that identifies the course, author, assignment, instructor, T.A., date of last modification, and purpose of program?
  Are all methods clearly documented?
  Are all non-obvious code segments clearly explained?

**Demo session:**
After submitting your program and your report, you must schedule a one-on-one session with your TA in which you will explain how your code works and he/she will ask questions to test your understanding of the
program being submitted. The TA will then assign a pass/fail grade for this session. A student receiving a failing grade in this session will receive a grade of zero for the whole lab; otherwise he/she will receive the grade corresponding to the combination of submitted report and source code. Demo sessions will last around five minutes and will normally be scheduled during the T.A.’s office hours. It is the student’s responsibility to make an appointment with the T.A. for the demo session in a timely manner. The following rules apply:
- You can’t schedule a demo unless you have submitted the notebook containing the source code and the report.
- Failure to schedule or show up for a demo session will result in a failing grade for the corresponding lab.
- You have up to five working days to perform your demo after you submit your lab.

**Late lab submissions:** Lab grades will be decreased by a factor of 10% for each working day they are late. Multiple submissions for a particular assignment are allowed; only the highest grade will be considered. Each student will have one lab lateness penalty waved in the term – use this wisely. If all your labs are submitted on time, you will receive extra credit corresponding to 20% of your highest lab grade.

**5. Standards of Conduct and Academic Dishonesty**

A fundamental principle for any educational institution, academic integrity is highly valued and seriously regarded at The University of Texas at El Paso. More specifically, students are expected to maintain absolute integrity and a high standard of individual honor in scholastic work undertaken at the University. See [https://www.utep.edu/student-affairs/osccr/student-conduct/academic-integrity.html](https://www.utep.edu/student-affairs/osccr/student-conduct/academic-integrity.html) for additional information.

Faculty, staff and students are expected to conduct yourself in a professional and courteous manner, as prescribed by the UTEP Standards of Conduct Guide.