

CS 171: Introduction to Computer Science II

Project Workshop and Review

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Today

- Project workshop
- Final review
- Course evaluation

Project Workshop

- FaceSpace
 - Alex Fields and Andres Celis
- MapQuest
 - Kenty Wang
 - Jennifer Lin
 - Xiaobo Sun

Project Workshop

- Project design – class design, algorithm design, data structures, GUI design
- Project development – development, debugging, integration
- Project experience – interesting and challenging aspects, lessons learned
- Application Demo – program features, desired features/remaining work

Review

- Data structures
- Algorithms
- When to use what

Summary of Data Structures

- General purpose data structures
 - Arrays
 - Linked lists
 - Trees
 - Hash tables
- Specialized data structures
 - Stacks
 - Queues, priority queues
 - Graphs

Summary of Algorithms

- Associated with each data structure
 - Insert
 - Delete
 - Search
 - Traversal
 - Graph algorithms
- Sorting
 - Bubble, insertion, selection
 - Merge sort
 - Quick sort

Algorithm Analysis

- Big-O notation
- Common functions
 - constant, logarithm, linear, quadratic, polynomial, exponential, factorial in increasing order of growth
- Cost analysis
 - Direct methods
 - Recursive relations (specially useful for recursive algorithms)

Programming/Problem Solving Techniques

- Recursion
- Divide and conquer
- Backtracking
- Dynamic programming – memoization

When to Use What?

- General-purpose data structures
 - Arrays (unordered)
 - Ordered arrays
 - Linked list (unordered)
 - Ordered Linked list
 - Binary search tree (unbalanced)
 - Self-balancing binary tree
 - Hash tables

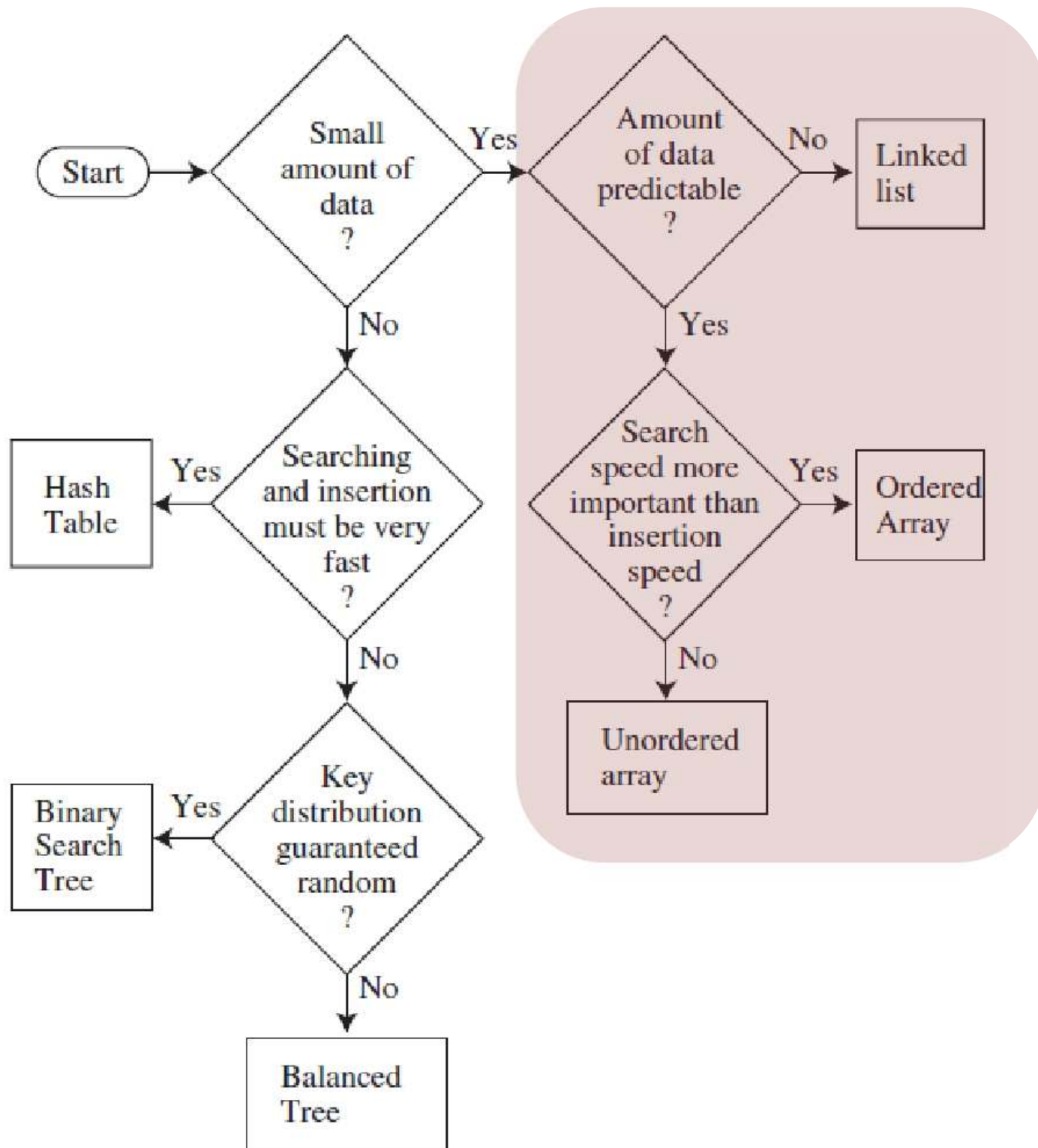
When to Use What?

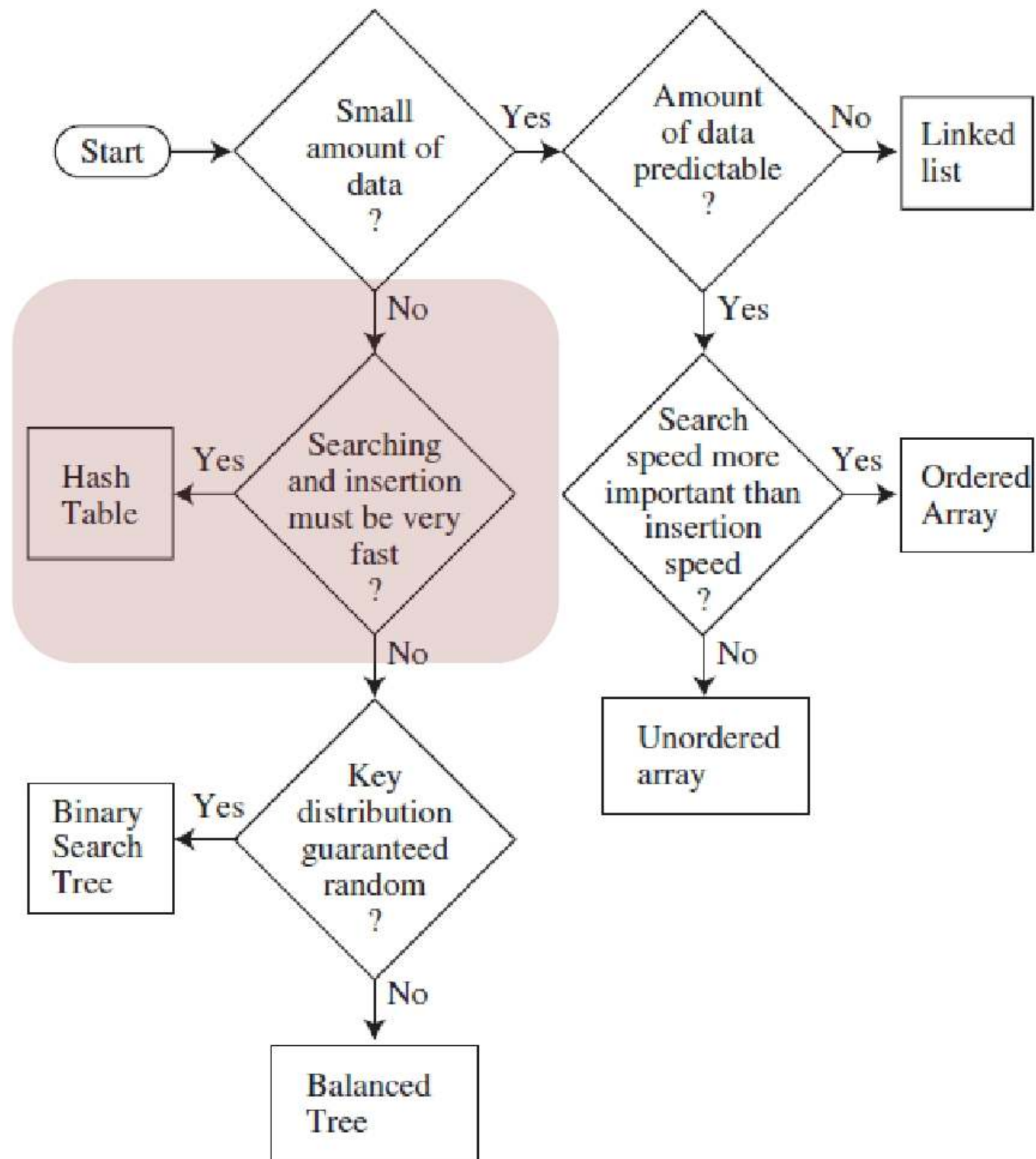
- **Comparison of General Purpose Structures:**

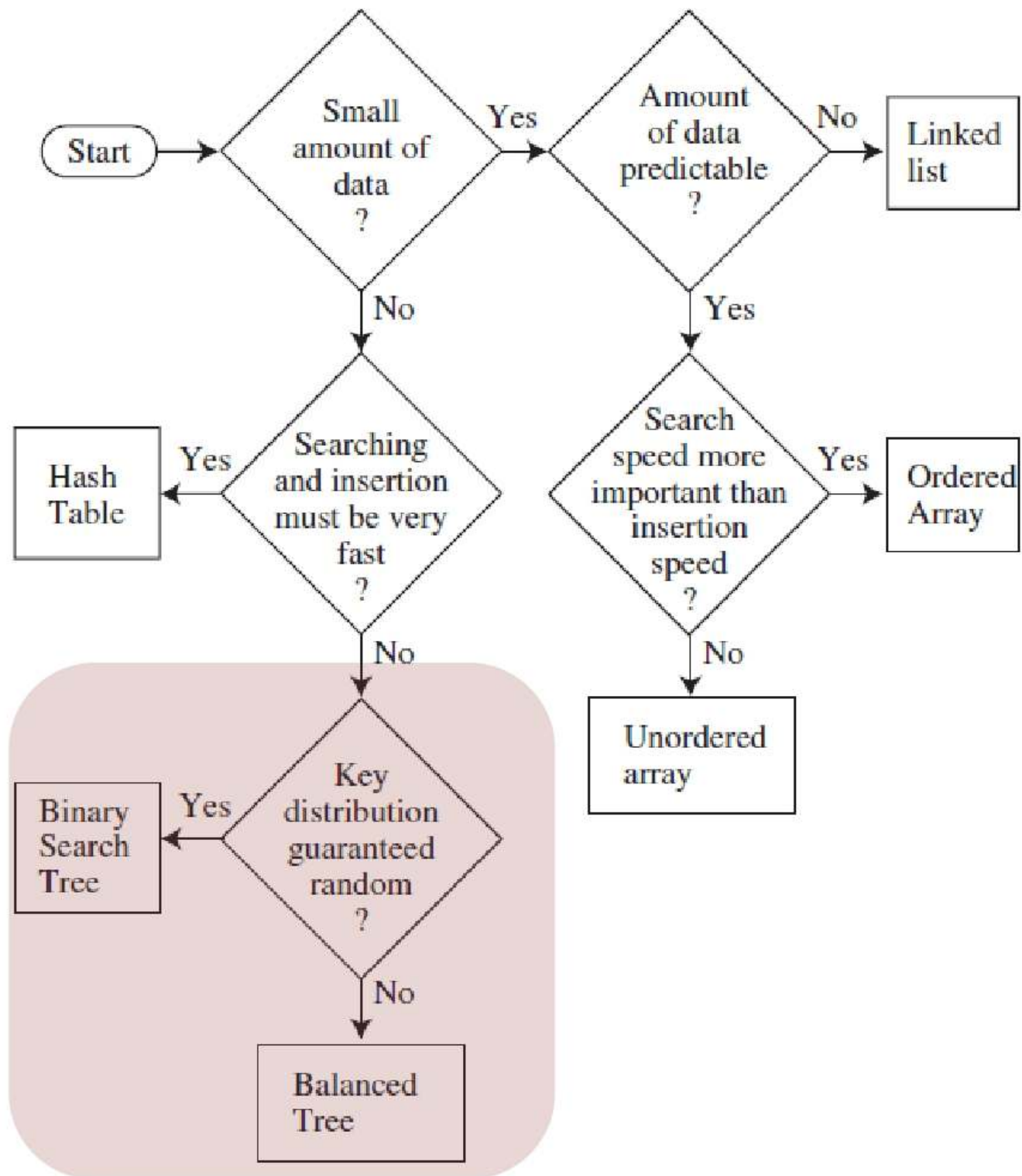
Data Structure	Search	Insertion	Deletion	Traversal
Array	$O(N)$	$O(1)$	$O(N)$	—
Ordered array	$O(\log N)$	$O(N)$	$O(N)$	$O(N)$
Linked list	$O(N)$	$O(1)$	$O(N)$	—
Ordered linked list	$O(N)$	$O(N)$	$O(N)$	$O(N)$
Binary tree (average)	$O(\log N)$	$O(\log N)$	$O(\log N)$	$O(N)$
Binary tree (worst case)	$O(N)$	$O(N)$	$O(N)$	$O(N)$
Balanced tree (average and worst case)	$O(\log N)$	$O(\log N)$	$O(\log N)$	$O(N)$
Hash table	$O(1)$	$O(1)$	$O(1)$	—

When to Use What

- Speed
 - Array and Linked Lists < Trees < Hash Table for large amount of data
- Catch
 - Trees
 - Binary search tree may be imbalanced
 - Balanced trees are complex
 - Hash tables
 - A good hash function may be difficult to achieve
 - Hard to expand (dynamic resizing of the array)
 - Performance degrade when table is too full
 - Can't store data in sorted order







Specialized data structures

- Stacks
 - Push, pop
- Queues
 - Insert, remove
- Priority queues
 - Insert, removeMin/removeMax
 - Binary heaps
- Graphs
 - List of edges, adjacency matrix, adjacency list
 - BFS and DFS traversal algorithms
 - Shortest paths for unweighted graphs (BFS)
 - Shortest path for weighted graphs (Dijkstra, A*)

Final Exam

- May 7, 4:30 – 7pm, W303
- Exam format and difficulty level are similar to mid-term, quizzes, practice exam
- It is accumulative: 1/3 before midterm, 2/3 after midterm
- Brief review guide and practice exam are posted

Parting thoughts

- You have learned a great deal!
- Beginning at the end
- Thank you for a great semester and would love to hear from you or see you in a future class!