Data Structures and Algorithms XMUT-COMP 103 - 2025 T1

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Welcome!

- COMP 103 = 2nd core course for COMP, CGRA, SWEN, CYBR, EEEN, NWEN
- Core principles of Computer Science and essential programming skills
- Builds on COMP 102
- Basis for all the 200-level COMP, SWEN, NWEN, CGRA, and CYBR courses.

What's the course about?

- Programming with collections of data:
 - Using and understanding standard Collections
 - lists, sets, maps, stacks, queues, ...
 - Writing code with Trees and linked structures.
 - How to write code using collections efficiently
 - Designing and implementing algorithms
 - Using recursion

Recurring theme: Efficiency

- How fast is it?
- How much memory does it take?

Concepts

• Fundamental principles:

- collections, linked structures, algorithms, recursion, efficiency,
- Focusing on:
 - Using collections, rather than implementing collections.
 - Becoming good, effective, efficient programmers.
 - Building your tool box of data structures and algorithms

Observations about COMP 102

- Not engaging in lectures is dangerous for your learning!
- Many were uncomfortable about asking questions in 102:
 - in lectures, in labs and on WeChat

because other students put them down

Putting people down for asking questions or for trying to learn is

- unprofessional
- obnoxious
- unacceptable
- not what the university is about

Admin: People

- Coordinator and Lecturer:
- Lecturer:

- Co-teacher
- Programmer

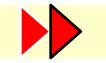
- Felix Yan <u>felix.yan@vuw.ac.nz</u>
- TBD
- Dr Zhiying Xie (XMUT)
- Dr Monique Damitio (VUW)

Tutors

- XMUT and VUW
- Course URL: <u>https://ecs.wgtn.ac.nz/Courses/XMUT103_2025T1/</u>

Prereqs

- What is assumed from COMP102?
 - Programming in Java
 - Methods, parameters and variables
 - Conditionals, loops (if, if...else, for, while)
 - UI for getting input, output, drawing shapes
 - Using GUI's (Graphical User Interface) with buttons, mouse, etc
 - Files
 - Classes, Objects, Fields, Methods
 - ArrayLists and arrays



Lectures

- Mondays, Wednesdays
- Slides
 - on course webpage (pdf for each week)
- Video recordings
- Questions:
 - WeChat, or
 - Emails
- Goals
 - Provide a framework for your learning
 - Provide key content/explanations/demonstrations

Assessment

 Attendance 	[10%]
 6 Assignments 	[18%]
• Test	[20%] lecture time
 Final Exam 	[52%] 2 hours, in exam period (mark will "boost" the mark for test)

Mandatory Requirements

- 1 day after the deadline will receive a maximum mark of 90%,
- 2 days after the deadline will receive a maximum mark of 80%,
- · 3 days after the deadline will receive a maximum mark of 70%,
- 4 days after the deadline will receive a maximum mark of 60%.
- 5 days after the deadline will receive a maximum mark of 50%.
- No work will be accepted after releasing the solutions unless previously arranged with the course organizer.

Assignments

- Critical for your learning!
 - 6 Assignments ! total of 18%
 - 2 weeks each
 - out: Monday (09:00) due: Saturday (19:00) (2 weeks later)
 - Late assignments cannot be marked.
- Must be your work.
- Won't be as constraining as COMP 102 assignments
 - You may need to do more of the design of the structure of the program
- Programming Style will be a component of the marks (up to 5% off for bad style)
- First Assignment: starts next week DeShredder and Sokoban Undo

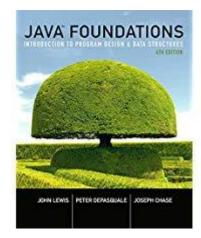
Getting Help.

Co-teacher and Lecturer

- Ask questions and answers (During lectures or labs, emails and WeChat)
- **NO** posting chunks of **ANSWERS** to assignments!

Text Book (optional)

- JAVA FOUNDATIONS: Introduction to Program Design & Data Structures by Lewis, DePasquale and Chase
 - 4th edition is best
 - Same textbook as comp 102/112 ②
 - We don't follow the text, but helpful complement to lectures and assignments





PLAGIARISM UNACCEPTABLE

• We want you to LEARN, TALK to each other, learn TOGETHER, and HELP each other, but



- Got help from anybody other than lecturer or tutor? STATE IT ON THE ASSIGNMENT!
- Copied bits of code from anywhere other than lecture slides or textbook?

STATE IT ON THE ASSIGNMENT!