CIT 5940

Course Introduction

Welcome to CIT 5940!

A course about **data structures** and **software design.**

Programs as Information Processors

Computers are good at reading, writing, and processing batches of information.

- Individual units of data in a system are called **records** (or perhaps **nodes** or **items**).
- Further information is encoded by the **structural relationships** among the records in a system.

Data Structures

Data Structures are systems of structural relationships used to store records. The relationships used for one data structure make certain operations:

- easier or harder to program
- more or less computationally efficient

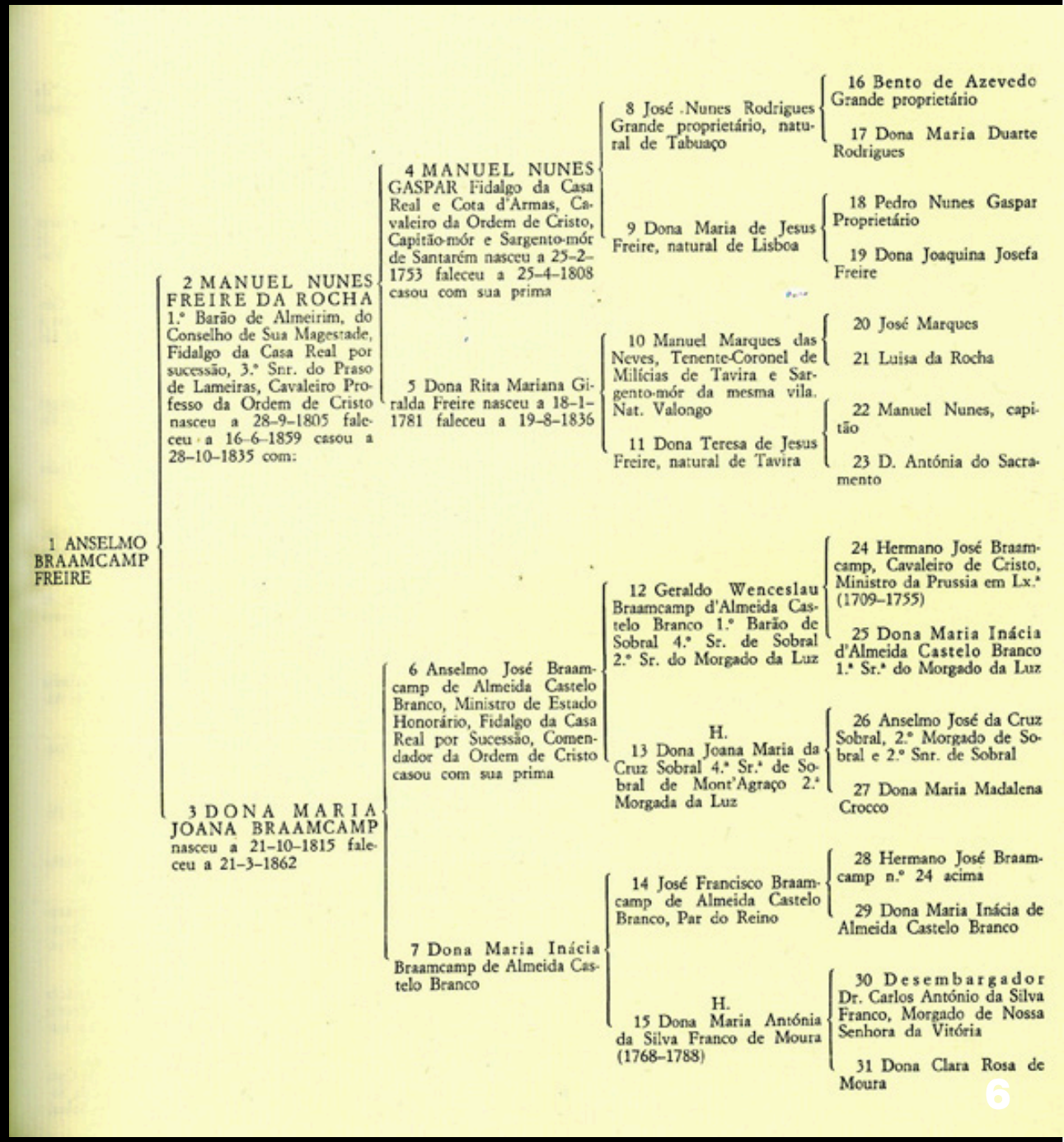
Data Structures & Affordances

The choices of relationships provide different **affordances,** or ways in which users are able use the systems.

- One data structure might make it easier to design an algorithm that finds the oldest or youngest people in a group compared to another
- The same algorithm might work more efficiently when calling the same operation on one data structure vs. another

One Common Data Structure

- What are the records?
- What information is encoded by the structural relationships?
- What affordances does this structure provide you?



Another Common Data Structure

- What are the records?
- What information is encoded by the structural relationships?
- What affordances does this structure provide you?

NFL standings

GAMES NEWS STA

Season
2024–25

American Football Conference

NFC East

Team	W	L	T	Pct
Eagles	14	3	0	**.824**
Commanders	12	5	0	**.706**
Cowboys	7	10	0	**.412**
Giants	3	14	0	**.176**

What You Will Learn in CIT 5940

- Find the syllabus here.
- You will learn:
  - Commonly used data structures and algorithms and their guarantees and tradeoffs
  - How to measure the effectiveness of a data structure or algorithm

Case Study: Searching in an Array

How do you determine where a value is stored inside of an array?

Case Study: Searching in an Array

An array is a simple data structure that stores an ordered—but not necessarily sorted—sequence of values.

```
[54, 74, 31, 53, 38, 9, 34, 90, 60, 42, 24, 7, 3, 99, 7, 55]
```

A reasonable procedure to search over this array:

```java
public static boolean contains(int[] array, int target) {
  for (int i = 0; i < array.length; i++) {
    if (array[i] == target) {
      return true;
    }
  }
  return false;
}
```

Example: Searching in an Array

Our approach requires us to do:

- one iteration of the for loop to confirm that `54` is present,
- three iterations to confirm that `31` is present, and
- eighteen iterations to confirm that `55` is present or that `-15` is not present.

```
[54, 74, 31, 53, 38, 9, 34, 90, 60, 42, 24, 7, 3, 99, 7, 55]
```

Example: Searching in an Array

What if we knew that our array was **sorted?**

- Challenges: we have to sort the array, and then we have to be careful about how we add new elements to a sorted array
- Advantages: we can use a **binary search** to find elements in the array much more quickly!

Example: Searching in a Sorted Array

```java
public static boolean contains(int[] arr, int target) {
  int low = 0;
  int high = arr.length - 1;
  while (low <= high) {
    int mid = (low + high) / 2;
    if (arr[mid] == target) {
      return true;
    } else if (arr[mid] < target) {
      low = mid + 1;
    } else {
      high = mid - 1;
    }
  }
  return false;
}
```

Example: Searching in an Array

- The operations that an array supports are:
  - accessing an element at a position
  - changing an element at a position
  - querying its length
- Imposing additional **invariants** on an array allows us to make other assumptions about what information our operations can give us.
- Finding an element in a Sorted Array can be much faster than finding an element in an Array since we can use a binary search to rule out half of the positions in the Sorted Array at each step.

Goals

We want you to be able to:

- design algorithms that are easy to understand, code, & debug by using data structures
- design software that makes efficient use of the computer's resources

Administrative Stuff

Pre-requisites and Co-requisites

- Programming: CIT 5900/5910 or CIS 1200
  - Comfort with writing & testing medium size programs in an object-oriented language
  - Java experience is very helpful
- Math: CIT 5920 or CIS 1600
- Algorithms: CIT 5960 (co-requisite)

Homeworks

- HW1: Catch a Plagiarist
- HW2: Algorithm analysis (written)
- HW3: File compression
- HW4: Autocomplete
- HW5: Search Engine
- HW6: Graphs

Also: a group project!

Assignment Expectations

- Assignments are largely autograded
  - Instant feedback on submission! 🎉
  - Transparent grading criteria! 🎉
  - Defines a narrow specification that must be conformed to! 🙃
- You will likely need help during office hours
  - We have several OH per week, but there are more of you than there are of us.
  - You are expected to be **writing your own test cases!**
    - (it's part of your grade)
    - it helps streamline office hours questions & keep queues short.

Assignment Expectations

1. Understand the Problem
    i. What are the relevant concepts and how do they relate?
2. Formalize the Interface
    i. How should the program interact with its environment?
3. Write Test Cases
    i. How does the program behave on typical inputs?
    ii. How does the program behave on **unusual** inputs, or invalid ones?
4. Implement the Required Behavior
    i. Decompose the problem into simpler ones & apply this process to each.

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Questions & Website Tour