Algorithms and Data Structures

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The course lecturer

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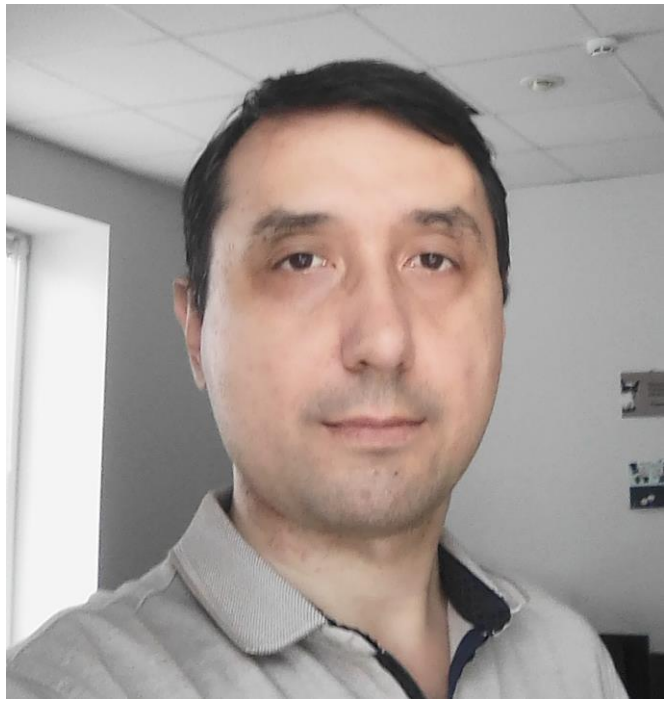

Course site at Moodle:

http://edu.mmcs.sfedu.ru/course/view.php?id=551

Course format

- Course = lectures + practical lessons
- Lectures: 1 lesson per week + 1 lesson every second week
- Practical lessons: 1 lesson per week
- 4 modules:
  - 10 practical tasks + 4 tests.
  - 60 points max
- Final exam (40 points max).
  - 38+ points in classes to be admitted
  - 22+ points in the exam to pass

Course structure

Module 1. *Introduction to algorithms and data structures*.

3 tasks + test

Module 2. *Greedy algorithms. Divide-and-Conquer strategy*.

3 tasks + test

Module 3. *Dynamic programming*.

3 tasks + test

Module 4. *NP-hard problems*.

1 task + test

Reference textbooks & useful resources

- Thomas H. Cormen, Clifford Stein, Ronald L. Rivest, Charles E. Leiserson. *Introduction to algorithms*. 3rd Ed.
- Jon Kleinberg, Eva Tardos. *Algorithm Design*.
- Robert Sedgewick. *Algorithms in C++*.
- Steven S. Skiena. *The Algorithm Design Manual*.
- 'Open data structures' site: http://opendatastructures.org/

Programming tasks

- Programming language: C++ (or C)
- Program should have command–line interface
  - ✓GUI is admissible but does not influence the score
- Data input and output via text files
- A solution for a programming task should include a zip file with:
  - ✓ a ‘Project’ folder, containing all necessary source (and header) files
  - ✓ an executable file (Release, Win32)
  - ✓ sample input and output files
  - ✓ a .bat file for running the program with command line arguments

Command line interface

```
Program1.exe In.txt 10 Out.txt
```

```
int main(int argc, const char * argv[])
{
    if (argc == 4)
    {
        // argv[0] = program file name
        string InputFile = argv[1];
        int BufLen = atoi(argv[2]);
        string OutputFile = argv[3];
        ...
        return 0;
    }
    else
    {
        cout << "Invalid number of arguments: " << argc << " instead of 3." << endl;
        return 1;
    }
}
```