Syllabus

Kursbeschreibung

Titel der Lehrveranstaltung	Data Structures and Algorithms
Code der Lehrveranstaltung	76243
Zusätzlicher Titel der Lehrveranstaltung	
Wissenschaftlich-disziplinärer Bereich	INFO-01/A
Sprache	Englisch
Studiengang	Bachelor in Informatik
Andere Studiengänge (gem. Lehrveranstaltung)	
Dozenten/Dozentinnen	dr. Tiziano Dalmonte, Tiziano.Dalmonte@unibz.it https://www.unibz.it/en/faculties/engineering/academic-staff/person/47069 Prof. Werner Nutt, Werner.Nutt@unibz.it https://www.unibz.it/en/faculties/engineering/academic-staff/person/7380 dr. Elena Romanenko, Elena.Romanenko@unibz.it https://www.unibz.it/en/faculties/engineering/academic-staff/person/44897
Wissensch. Mitarbeiter/Mitarbeiterin	
Semester	Erstes Semester
Studienjahr/e	2
KP	9
Vorlesungsstunden	60
Laboratoriumsstunden	30
Stunden für individuelles Studium	135

Vorgesehene Sprechzeiten	27
Inhaltsangabe	- Design Principles: Problem reduction via recursion - Searching and Sorting - Correctness: Loop invariants, termination - Complexity: Asymptotic analysis - Divide and Conquer - Pointers, dynamic data structures, linked lists - Abstract data types: stacks, queues, priority queues, maps - Binary trees, red-black trees - Graph algorithms
Themen der Lehrveranstaltung	By the end of the course, students will be able to formulate algorithmic problems and identify such problems within applications. They will gain a solid understanding of standard data structures and the algorithmic techniques used to solve related problems. Students will also understand the interplay between algorithmic approaches and the choice of suitable data structures. In addition, they will learn how to verify the correctness of algorithms and analyse their time and space complexity. Finally, students will be able to compare alternative algorithms in terms of their suitability for a given application.
Stichwörter	Algorithms, Data Structures, Algorithmic Complexity, Correctness of Algorithms, Design of Algorithms
Empfohlene Voraussetzungen	The course requires introductory Java programming skills and basic knowledge of sets, functions, and calculus.
Propädeutische Lehrveranstaltungen	
Unterrichtsform	The course combines lectures, lab group sessions led by teaching instructors, and homework assignments that are discussed in the lab groups. In the lectures, the instructor introduces new concepts and techniques through board presentations and short in-class exercises. Regular written quizzes assess students' progress and give them feedback on their learning. The assignments give students the opportunity to consolidate these concepts by applying them to selected problems.

	In the lab groups, students discuss possible approaches to the assignment tasks with the instructors and compare alternative solutions. They also work on additional problems, independent of the assignments, to deepen their understanding of the material covered in the lectures.
Anwesenheitspflicht	Attendance is not compulsory but strongly recommended. Lectures include board presentations, exercises, and discussions designed to foster algorithmic thinking—a skill best developed through practice. All materials and assignments are available on the OLE page; however, slides and notes alone are not sufficient for mastering the course. Regular attendance, active participation in exercises, and timely submission of coursework are key to success.
Spezifische Bildungsziele und erwartete Lernergebnisse	Knowledge and Understanding - D1.3 Have a solid knowledge of the most important data structures and programming techniques. - D1.5 Have a solid knowledge of the most important algorithms for searching and manipulating common data structures and of their complexity - D1.6 Have a solid knowledge of the theoretical foundations of computer science Applying knowledge and understanding - D2.6 Be able to analyze and measure size, complexity and critical aspects of algorithms and data structures Ability to make judgments - D3.1 Be able to collect and interpret useful data and to judge information systems and their applicability. - D3.2 Be able to work autonomously according to the own level of knowledge and understanding. Communication skills - D4.1 Be able to use one of the three languages English, Italian and German, and be able to use technical terms and communication appropriately. Learning skills - D5.1 Have developed learning capabilities to pursue further studies with a high degree of autonomy.

Spezifisches Bildungsziel und erwartete Lernergebnisse (zusätzliche Informationen)	Algorithm design as a primary goal: Students will not only become familiar with existing algorithms but above all learn systematic methods for designing new algorithms to solve previously unseen problems. Heuristic design principles: Students will learn to design algorithms incrementally by building and extending partial solutions while scanning input data, making use of auxiliary information about the already processed part of the input. Loop invariants as a design tool: Students will learn to formulate and use loop invariants systematically, both as a guiding principle for algorithm design and as a means of ensuring correctness.
Art der Prüfung	The assessment is based on a written final exam and marks for the in-presence quizzes. 1. The written exam consists of several questions. Each question describes an algorithmic problem and provides examples of input and expected output. Students are expected to outline solution ideas, present an algorithm in pseudocode, and analyze its running time. The questions vary in difficulty. Passing the written exam is mandatory. 2. The quizzes have a similar structure, but consist of fewer and more basic questions, that are close to the topics of recent lectures. They have the twofold purpose of contributing to the assessment and providing feedback about their standing to the students themselves. Marks are valid for the three exam sessions following the teaching of the course. Participation in the quizzes are optional. Weighting and calculation of the final mark are specified in Evaluation criteria.
Bewertungskriterien	The final grade is based on the quiz marks (50%) and the written final exam (50%). To pass the course, students must pass the written exam. In this exam, they are required to apply techniques taught in the course to given settings and to design algorithms for new problems. The algorithms must be analyzed with respect to correctness and

	efficiency. Answers are marked according to their correctness, the suitability of the proposed algorithms, and the validity and clarity of the analysis. The mock exam follows the same evaluation criteria as the written exam. Algorithmic solutions in the quizzes are marked on correctness, efficiency, and clarity of presentation and explanation.
Pflichtliteratur	Thomas H. Cormen. Introduction to Algorithms. The MIT Press, Cambridge, Massachusetts London, England, 3rd edition, January 2009. ISBN 978-0-262-53305-8.
Weiterführende Literatur	Kurt Mehlhorn and Peter Sanders. Algorithms and Data Structures: The Basic Toolbox. Springer, Berlin Heidelberg, 2008 edition, November 2010. ISBN 978-3-642-09682-2.
Weitere Informationen	Java (https://openjdk.org)
Ziele für nachhaltige Entwicklung (SDGs)	Hochwertige Bildung