

**Subject card**

<b>Subject name and code</b>	Algorithms and data structures, PG_00143980						
<b>Field of study</b>	Informatics						
<b>Date of commencement of studies</b>	October 2024	<b>Academic year of realisation of subject</b>			2024/2025		
<b>Education level</b>	Bachelor's studies	<b>Subject group</b>			Obligatory subject group in the field of study		
<b>Mode of study</b>	full-time studies	<b>Mode of delivery</b>			at the university		
<b>Year of study</b>	1	<b>Language of instruction</b>			Polish		
<b>Semester of study</b>	2	<b>ECTS credits</b>			5.0		
<b>Learning profile</b>	practical	<b>Assessment form</b>					
<b>Conducting unit</b>	Instytut Informatyki -> Faculty of Mathematics, Physics and Informatics -> Rektor						
<b>Name and surname of lecturer (lecturers)</b>	<b>Subject supervisor</b>		dr inż. Anna Nenca				
	<b>Teachers</b>		dr inż. Kamila Mazur-Oleszczuk dr inż. Anna Nenca dr hab. Paweł Żyliński				
<b>Lesson types</b>	<b>Lesson type</b>	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	<b>Number of study hours</b>	30.0	0.0	30.0	0.0	0.0	60
	E-learning hours included: 0.0						
<b>Learning activity and number of study hours</b>	<b>Learning activity</b>	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	<b>Number of study hours</b>	60		0.0		65.0	125
<b>Subject objectives</b>	Familiarizing students with classical algorithms and data structures used to effectively solve typical programming tasks, methods of implementing the studied algorithms, analysis of the time complexity of these algorithms and justification of their correctness						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[INFL3_U01] can apply mathematical knowledge to formulate, analyse and solve tasks related to computer science, design and analyze algorithms in terms of their correctness and computational complexity	can explain, using an example, the operation of selected classical algorithms  can give definitions of selected commonly used data structures and illustrate them with examples (stacks, queues, heaps, trees, hash tables)	[SU1] oral statement/conversation/discussion [SU4] test/exam - oral or written
	[INFL3_U08] assesses the usefulness of various paradigms and related programming tools to solve various types of problems	can program the studied algorithms based on their description in the form of pseudocode	[SU1] oral statement/conversation/discussion [SU5] implementation of a problem task
	[INFL3_K02] can precisely formulate questions to deepen his/her own understanding of a given topic or to find missing elements of reasoning	can formulate statements on algorithms and data structures and understands the necessity of further education	[SK5] implementation of a problem task [SK8] observation of student's independent or team work
	[INFL3_W04] has ordered, theoretically founded knowledge in programming, algorithms and complexity, programming languages and paradigms	knows classical data structures (letters, stacks, trees, tables with hashing) and operations on them  knows selected effective sorting algorithms  knows the facts about time complexity of sorting algorithms as well as algorithms for searching, inserting and deleting in selected data structures	[SW4] test/exam - oral or written
Subject contents	<ul style="list-style-type: none"> <li>• Introductory concepts: semantic correctness, pessimistic and expected time complexity, asymptotic time complexity notation</li> <li>• Sorting by comparison. Algorithms with quadratic complexity, linear-logarithmic complexity (heapsort), and expected linear-logarithmic complexity (quicksort). Lower bound on pessimistic and expected time complexity</li> <li>• Basic data structures: lists, stacks, queues, priority queues. Implementations using arrays and linked structures</li> <li>• Data structures for insertion, deletion and searching and time complexity of these operations: hash tables, binary search trees, balanced trees</li> <li>• Strategies for creating effective algorithms: divide and conquer, dynamic programming, greedy strategy - presented using examples</li> <li>• Amortized cost analysis</li> </ul>		
Prerequisites and co-requisites	Programming skills, the knowledge of mathematical apparatus at the level of Discrete Mathematics lecture		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	exam	40.0%	50.0%
	programs (70%) and tests (30%) in laboratories	40.0%	50.0%
Recommended reading	Basic literature	<ul style="list-style-type: none"> <li>• T. H. Cormen, C. E. Leiserson, R. L. Rivest, C. Stein, Wprowadzenie do algorytmów, Wydawnictwo Naukowe PWN 2012.</li> <li>• L. Banachowski, K. Diks, W. Rytter, Algorytmy i struktury danych, WNT 2011.</li> </ul>	
	Supplementary literature	no recommendations	
	eResources addresses	Adresy na platformie eNauczanie:	
Example issues/example questions/tasks being completed	to be given during lectures		
Work placement	Not applicable		

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