CS 136: Elementary Algorithm Design and Data Abstraction

Official calendar entry: This course builds on the techniques and patterns learned in CS 135 while making the transition to use of an imperative language. It introduces the design and analysis of algorithms, the management of information, and the programming mechanisms and methodologies required in implementations. Topics discussed include iterative and recursive sorting algorithms; lists, stacks, queues, trees, and their application; abstract data types and their implementations.
Instructors

Your Fall 2021 instructors are:
Adrian Reetz and Dave Tompkins.

It does not matter which section you are in or which instructor has been assigned to your section.

All instructors are sharing responsibilities for all students.

Conversely, you have access to all course instructors. For example, you may attend any office hour, regardless of your assigned instructor.
Additional course personnel:

- ISC (Instructional Support Coordinator)
- ISAs (Instructional Support Assistants)
- IAs (Instructional Apprentices)
- TAs (Teaching Assistants / Markers)
Course website

The course website:
https://student.cs.uwaterloo.ca/~cs136/

Has lots of useful links and resources.

The *How Do I...?* web page is a good starting point and explains how do accomplish some course-related tasks and find additional resources.

There is also a *request system* for submitting requests.
Announcements

All course announcements will be made on piazza.

Pinned piazza posts are *mandatory* reading.
Main Topics & Themes

• imperative programming style
• elementary data structures & abstract data types
• modularization
• memory management & state
• introduction to algorithm design & efficiency
• designing “medium” sized, “real world” programs with I/O
Curriculum

Three of the most common programming paradigms are functional, imperative and object-oriented.

The first three CS courses at Waterloo use different paradigms to ensure you are “well rounded” for your upper year courses.

\[\text{CS 135} \implies \text{CS 136} \implies \text{CS 246}\]

functional \hspace{1cm} imperative \hspace{1cm} object-oriented

Each course incorporates a wide variety of CS topics and is much more than the paradigm taught.
Programming Languages

Most of this course is presented in the C programming language.

While time is spent learning some of the C syntax, this is not a “learn C” course.

We present C language features and syntax only as needed.

We occasionally use Racket to illustrate concepts and highlight the similarities (and differences) between the two languages.

What you learn in this course can be transferred to most languages.
## CS 136: Remote Learning

<table>
<thead>
<tr>
<th></th>
<th>Traditional</th>
<th>Remote Learning</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Content Delivery:</strong></td>
<td>lectures</td>
<td>course notes (readings)</td>
</tr>
<tr>
<td><em>(optional) Alternatives</em></td>
<td></td>
<td>voiceover videos</td>
</tr>
<tr>
<td><em>(optional) Enrichment</em></td>
<td>tutorials</td>
<td>tutorials</td>
</tr>
<tr>
<td></td>
<td></td>
<td>supplemental videos</td>
</tr>
<tr>
<td><strong>Self Assessment:</strong></td>
<td>clickers</td>
<td>self-check quizzes</td>
</tr>
<tr>
<td><strong>Applied Learning:</strong></td>
<td>assignments</td>
<td>assignments</td>
</tr>
<tr>
<td><strong>Formal Assessment:</strong></td>
<td>exams</td>
<td>exams</td>
</tr>
</tbody>
</table>
Course Notes

These course notes will be the **primary source of information** and are available free online (at the course website).

It is **your responsibility to thoroughly read these course notes**.

If you prefer, you may watch the *optional* voiceover videos.

There are also *optional* supplemental videos to explain some topics in more detail.
Several different styles of “boxes” are used in the course notes:

**Important information appears in a thick box.**

Comments and “asides” appear in a thinner box. Content that only appears in these “asides” will **not appear on exams**.

**Additional “advanced” material appears in a “dashed” box.**

The advanced material enhances your learning and may be discussed in class and appear on assignments, but you are **not responsible for this material on exams** unless your instructor explicitly states otherwise.
Optional textbook


The textbook is **not** required, and is only recommended if:

- you want a different perspective on some of the material
- you desire additional examples
- you wish to learn more about the C language including topics not covered in this course (for use *after* this course)
Tutorials

As we transition back to in-class learning, we will be hosting *optional* Tutorials on Tuesdays at 11:30 in MC 2066.

The format of the tutorials may vary from week-to-week, but the intention is to interactively solve example problems.

Solutions will be made available to all students after the tutorials.

Tutorials will follow University health and safety regulations (e.g., wearing masks).
Office Hours

- individual (1-on-1) meetings with Instructors, ISAs and IAs

- all types of questions (e.g., assignment and/or course content)

- held on Microsoft Teams: enter the appropriate queue and someone will give you a “thumbs up” and call you when it is your turn (first come, first served)

- be prepared to share your screen
Schedule

Check piazza each week for the current schedule.

The *proposed* schedule is: (subject to change)

- **Friday** – new content available:
  course notes, self-check quizzes, assignments, (optional) voiceover videos
- **Tuesday** – (optional) tutorials
- **Tuesday** – self-check quizzes due
- **Friday** – assignments due

Office hours occur throughout the week.
Marking scheme

- 50% assignments (weekly, weighted equally)
- 5% assignment style marks
- 5% self-check quizzes (weekly, weighted equally)
- 15% midterm exam
- 25% final exam

If your assignment average is not at least 50% you can not pass this course: your maximum achievable overall grade will be 46%.

Your assignment average does not include style marks.
Assignments

Assignments are *weekly* and each assignment is weighted equally (except A0).

- read the assignment instructions carefully
- read the assignment clarifications & FAQ
- read the assignment rules
  (new rules are added as the course progresses)

A0 does not count toward your grade, **but must be completed** before you can receive any other assignment marks.
Assignment Collaboration

Assignment questions are individually colour-coded as either Black or Gold to indicate the level of collaboration permitted.

For Black questions, moderate collaboration is permitted.

For Gold questions, no collaboration is permitted.

Test cases and documentation are part of your assignment and follow the same collaboration rules.
Black Assignment Questions

For **Black** questions (moderate collaboration):

- you may discuss assignment *strategies* openly
- you may search the Internet for strategies or code examples
- you may discuss or show your code with an *individual*, but **not** with a larger group (piazza, facebook, chat rooms, online forums, *etc.*)
- You may show your code to other individuals to give or receive help, but **copying is never allowed** (electronic transfer, copying code from the screen, printouts, *etc.*)
Gold Assignment Questions

For Gold questions, no collaboration is permitted:

- never share or discuss your code with other students
- do not discuss assignment strategies with fellow students
- do not search the Internet for strategies or code examples

You may always discuss your code with course staff.

Piazza posts regarding Gold questions must be private (post to: Instructors).
**Integrity**

If you submit any work that is not your completely your own (e.g., you receive help) you must cite (identify) the source of the assistance in an integrity statement. Even though moderate collaboration is allowed on **Black** questions, you must still cite any assistance or collaboration.

You do *not* have to cite any assistance you receive from course staff (including office hours, piazza posts, videos, course notes, *etc.*).

If you do not cite a source of assistance, you are presenting work of others as your own; this is called plagiarism and constitutes a violation of academic integrity (policy 71).
Assignments: second chances

Assignment deadlines are strict, but for some assignment questions you may be granted a “second chance” to re-submit your code.

- some assignment questions will have an automatic (or guaranteed) second chance
- other assignment questions may be granted a second chance based on the quantity and quality of submissions
- second chances are due 48 hours after the original deadline (unless posted otherwise)
- Your grade is: \( \max(\text{original}, \frac{\text{original} + \text{second}}{2}) \) (i.e., there is no risk in submitting a second chance)
Assignment Implementation via Seashell

We use our own development environment called Seashell:

- browser-based for platform independence
- works with both C and Racket
- integrates with Marmoset, our submission & testing environment
- helps to facilitate your own testing

See the website and supplemental videos for how to use Seashell.
Assignment Submission via Marmoset

Assignments are submitted to the Marmoset submission system: http://marmoset.student.cs.uwaterloo.ca/

There are two types of Marmoset tests:

- **Public** *(basic / simple)* test results are available immediately and ensure your program is “runnable”

- **Private** *(comprehensive / correctness)* test results are available after the deadline and fully assess your code

Public tests do not thoroughly test your code.
- Marmoset uses the best result from all your submissions, and we encourage frequent submission and re-submission

- for questions that are *hand-marked* (*e.g.*, for style), we mark the submission with the highest score; if two submission have the same score, we mark the one that was submitted closest to the deadline

- when you submit your assignments, you can view public test results immediately in Seashell

To view your private test results, you must log into Marmoset after the deadline.
Assignment style marks

Assignment style marks are evaluated based on your adherence to the course style guide (available on the cs136 website).

The first four assignments (A1–A4) will not be marked for style, but you will still receive feedback.

Of the remaining six assignments, some assignments will be marked for style.

More details will be made available on piazza closer to A5.

View your style feedback on MarkUs.
You are not marked for style to “punish” or “torture” you. It is formative feedback to improve both your learning and the readability of your code.

You should follow the style guide even if your work is not being marked for style.

If your code has bad style, course staff may not provide assistance during office hours or on piazza.
Design recipe

In CS 135 you were encouraged to use the design recipe, which included: contracts, purpose statements, examples, tests, templates, and data definitions.

The design recipe has two main goals:

- to help you design new functions from scratch, and
- to aid communication by providing documentation.

In this course, you should already be comfortable designing functions, so we focus on communication (through documentation).
Documentation

In this course, every function you write must have:

- a **purpose** statement, and
- a **contract** (including a **requires** section if necessary)

Unless otherwise stated, you are **not** required to provide templates, data definitions, or examples.

Later, we extend contracts to include **effects** and **time** (speed / efficiency).
Self-check quizzes

There will be weekly quizzes to encourage active learning and provide timely feedback that allows you to assess your understanding of the course content.

Self-check quizzes are posted on LEARN and cover the weekly content from the course notes.

Self-check quizzes are only marked for participation, not correctness.

If you complete every self-check quiz on time, you will receive perfect self-check marks.
Support – Course Content

If you are struggling with the course content (concepts and material from the course notes) you may:

1. post a public question on piazza

2. ask a question during individual office hours
Support – Assignments

If you are struggling with an assignment you should:

1. carefully re-read the assignment
2. read the assignment clarifications and FAQ
3. re-read the assignment and the FAQ one more time
4. **search** piazza to see if your question has already been asked
5. post a private question on piazza
6. get assistance during individual office hours
Support – Assignments (Black )

For **Black** questions, you may additionally:

- get help from a fellow student
- search the Internet
- post a public question on piazza (but do not post your code)
Support – Other

If you need help with something that is not related to the course content or an assignment (e.g., an administrative issue):

- file a request (via the website)
- post on piazza
- discuss the issue during office hours
- write an email to the course ISC
Piazza etiquette

- read assignments & FAQs thoroughly before asking a question
- search to see if your question has already been asked
- use meaningful titles (not just “A1Q1”)
- ask clarification questions for assignments (do not ask leading questions for Gold questions)
- do not discuss strategies for Gold questions
- do not post any of your assignment code publicly
- you can post your code (with good style) privately, and an ISA or Instructor may provide some assistance
Course Learning Goals

At the end of each Section there are learning goals for the Section (in this Section, we present the learning goals for the entire course).

These learning goals clearly state what our expectations are.

Not all learning goals can be achieved just by reading the notes. Some goals require completing the assignments.
Course Learning Goals

At the end of this course, you should be able to:

- produce well-designed, properly formatted, documented and tested programs of a moderate size (200 lines) that can use basic I/O
- use imperative paradigms (e.g., mutation, iteration) effectively
- explain and demonstrate the use of the C memory model, including the explicit allocation and deallocation of memory
- explain and demonstrate the principles of modularization and abstraction
• implement, use and compare elementary data structures (structures, arrays, lists and trees) and abstract data type collections (stacks, queues, sequences, sets, dictionaries)

• analyze the efficiency of an algorithm implementation