

Anno Accademico 2021/2022	
COMPUTER PROGRAMMING, ALGORITHMS AND DATA STRUCTURES	
Enrollment year	2021/2022
Academic year	2021/2022
Regulations	DM270
Academic discipline	INF/01 (COMPUTER SCIENCE)
Department	DEPARTMENT OF MATHEMATICS "FELICE CASORATI"
Course	ARTIFICIAL INTELLIGENCE
Curriculum	PERCORSO COMUNE
Year of study	1°
Period	Annual (04/10/2021 - 17/06/2022)
ECTS	12
Lesson hours	110 lesson hours
Language	English
Activity type	WRITTEN AND ORAL TEST
Teacher	FERRARI STEFANO (titolare) - 6 ECTS DONDI PIERCARLO - 6 ECTS
Prerequisites	None
Learning outcomes	The course introduces the student to programming in Python and solving computational problems using algorithms. The main notions of imperative programming (variables, expressions, loops, functions, recursion, input / output) and the fundamental elements of object-oriented programming are provided. The course also illustrates the analysis and design of algorithms (asymptotic analysis, dynamic programming, greedy algorithms), presents the most important data structures (arrays, lists, trees, graphs) and the algorithms that work on them.

Course contents

Module 1: Computer Programming

Computer science overview

- logic circuits
- computer architecture
- operating system
- computer network
- information systems

Imperative programming

- top-down / bottom-up programming
- values, variables, expressions
- I/O instructions
- constructs, selection, loop
- functions, recursion
- I/O file
- libraries

Object-oriented programming

- fields and methods
- data types (arrays, lists)

Module 2: Algorithms and Data Structures

Introduction

- concept of algorithm and structured data
- notion of cost (time / space)

Complexity measure

- asymptotic notations for cost functions
- methods of analysis (worst case, average, best case)

Analysis of recursive algorithms

- abstract data types (stacks, queues, trees)
- tree visit algorithms

Sorting algorithms

- SelectionSort, InsertionSort, BubbleSort, HeapSort, MergeSort, QuickSort
- cost of the order (comparison / exchanges)
- lower bound

Search algorithms

- type of dictionary data
- binary search trees
- hash table

Algortmi on graphs

- visit
- greedy techniques
- coverage
- shortest path

Teaching methods

Frontal lessons and laboratories

Reccomended or required readings

Think Python: How to Think Like a Computer Scientist by Allen B.

Downey

Beijing: O'reilly Media

Problem Solving With Algorithims and Data Structures Using Python,

2nd edition, By Brad Miller and David Ranum

Franklin Beedle & Assoc

(Optional) Introduction to Algorithms, 3rd edition By Thomas H. Cormen,

Charles E. Leiserson, Ronald L. Rivest and Clifford Stein

The MIT Press

Assessment methods

Written test

Further information

Sustainable development goals - Agenda 2030

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