Algorithms and Data Structures								
Course Code CIF62004		Student Workload 120 hours	Credits (according to ECTS)	Semester Sem. 2		Frequency each even-semester		Duration 16 meetings
			(4.5 for theory and 1.5 for practical work)					
1	Types of	courses	conta	ct hours	ind	dependent study		class size
	compulso programr	ory (study ne level)	84	hours		36 hours	2	20-40 students
2	Prerequisites for participation							
	Have completed Basic Programming course							
3	Learning outcomes							
	IF-PLO-2							
	Graduates have the ability to be scientific, work collaboratively, have a professional attitude, and have good adaptation skills when working in groups or as an individual							
	IF-PLO-3							
	Graduates are able to develop professional careers in the field of computer science based on quality aspects, data-based decision making, be responsible, and make continuous improvements.							
	IF-PLO-7							
	Mastering the theoretical concept and principles of computer science, especially in the aspect of algorithms, programming, intelligent systems, information management, parallel and distributed computing, information security, human-computer interaction, software engineering, and fundamentals of computer systems and networks. IF-PLO-12							
	Graduates are able to apply the principles of engineering to develop good quality software on top of various platforms.							
	IF-PLO-1	3						
	Graduates are able to perform abstraction, modeling, representation, and data acquisition in order to perform the data analysis.							
4	Subject a	aims						
	Students are able to understand the basic concepts of abstract data type (ADT) in data structures.							n data structures.
	Students are able to abstract, identify, and apply linear and/or non-linear data structures to solve computational problems.						ructures to solve	
	Students are able to understand and apply data search algorithms.							
	Students are able to understand and apply data sorting algorithms.							

	Students are able to understand and apply hashing algorithms					
5	Teaching methods					
	lectures, case study, class discussion, presentation					
6	Assessment methods					
	assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment					
7	This module is used in the following degree programs as well					
	Informatics Engineering (IE), Informatics Systems (IS)					
8	Responsibility for module					
9	Other information					
	1 Michael T. Goodrich, Roberto Tamassia, Michael H. Goldwasser, "Data Structures and Algorithms Using Java 6 edition", Wiley, USA, 2014					
	2 Object-Oriented Software Engineering Using UML, Patterns, and Java™					