CSCI 262
Data Structures
1 - Introduction

Introductions
Instructor: Christopher Painter-Wakefield
aka Dr. Painter-Wakefield, Professor Painter-Wakefield, or CPW

Office Hours:
— Tuesday & Thursday 1:00-3:00
— By Appointment
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What This Semester Is About
Learning objectives:
 Know basic data structures
 Understand and use (most of) C++ features
 Understand performance of algorithms

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 Know basic data structures
 Understand and use (most of) C++ features
 Extensions to stuff you already know
 Pointers & dynamic memory management
 Templates
 Inheritance
 Understand performance of algorithms

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Learning objectives:
 Know basic data structures
 Understand and use (most of) C++ features
 Understand performance of algorithms
 How computer scientists measure performance
 How to analyze performance of an algorithm
 Performance of algorithms and data structure operations
Course Information

All course info is on the web at:

https://cs.mines.edu/Courses/csci262

Lecture notes and assignments will be added regularly, so please check the site frequently!

Important: This class uses Piazza for much of our communications. It is linked from the course website and can be accessed via Canvas.

Welcome Back

What you learned in CSCI 261 (or equivalent):

- Variables
- Types
- Arrays
- Expressions
- Conditionals
- Branches & Loops
- Functions
- Recursion
- Classes & Objects
- Streams
- Vectors
- Strings

You remember all of this, right? 😊

Up Next

- Today and Wednesday: Review Material
- Please review chapters 1 – 10 in your textbook