CSCI 262
Data Structures

1 - Introduction

Introductions
Instructor (Section A): Alex Anderson
Personal pronouns: he, him his

Office Hours:
  - Tuesday 9:30 – 10:30 am
  - Wednesday 9:30 – 11:00 am
  - Location TBD
Email: aleander@mymail.mines.edu

Introductions
Instructor (Section B): Christopher Painter-Wakefield
aka Dr. Painter-Wakefield, Professor Painter-Wakefield, or CPW
Personal pronouns: he, him his

Office Hours:
  - Tuesday & Thursday 1:00 – 3:00 pm
  - By appointment
  - Whenever my office door is open
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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

What This Semester Is About
Learning objectives:
  - Know basic data structures
  - What they are and how (and when) to use them
  - Know how to design and program them
  - Learn about the Standard Template Library
  - Understand and use (most of) C++ features
  - Understand performance of algorithms

What This Semester Is About
Learning objectives:
  - 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
What This Semester Is About

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/spring2018

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 tomorrow: Review Material
- Please review chapters 1 – 10 in your textbook
- Friday, Jan. 12:
  - Lab 1 – Compile
  - APT 1 assigned