	DATA STRUC	CTURE	ES AND ALGORITHMS					
1	Course Title:	DATA S	TRUCTURES AND ALGORITHMS					
2	Course Code:	BLPS13	0					
3	Type of Course:	Optional						
4	Level of Course:	Short Cy	rcle					
5	Year of Study:	1						
6	Semester:	2						
7	ECTS Credits Allocated:	3.00						
8	Theoretical (hour/week):	2.00						
9	Practice (hour/week):	0.00						
10	Laboratory (hour/week):	0						
11	Prerequisites:	None						
12	Language:	Turkish						
13	Mode of Delivery:	Face to f	face					
14	Course Coordinator:	Öğr. Gör	. AYŞE BAŞTUĞ KOÇ					
15	Course Lecturers:							
16	Contact information of the Course Coordinator:	aysebastugkoc@uludag.edu.tr, +902242942677, Bursa Uludağ Üniversitesi Gemlik Asım Kocabıyık MYO Bilgisayar Programcılığı-Gemlik/Bursa						
17	Website:							
18	Objective of the Course:	It is the analysis of algorithms needed in creating mathematical models and any subject containing data, storing information in computer memory and presenting basic data structures designed to access this information.						
19	Contribution of the Course to Professional Development:	It makes students aware of the structures used for storing and processing data during programming. On the importance of quantitative methods used in software design is settled.						
20	Learning Outcomes:							
		1	Learns algorithm development and analysis methods.					
		2	Knows how algorithms measure their performance.					
		3	Learns sorting and search methods.					
		4	Gains knowledge of data and basic data types.					
		5	Learns the basic data structures designed to store and access information in computer memory.					
		6	Can solve problems with stack, queue, list, linked list, tree, graph data structures.					
		7	It performs all the subjects using a programming language.					
		8						
		9						
_		10						
21	Course Content:							
١٨/	Th (' 1	Со	purse Content:					
	Theoretical	m	Practice					
1	Algorithm Development and Algorith Analysis							
2	Basic Data Types, Memory Manager Recursive Algorithms	ment and						

3	Saar	oh ^	lacritt	ame.													
3			lgorith														
	Sorting Algorithms Lists																
5																	
6	One-Way and Two-Way Linked Lists																
7	Stacks An Overview and Midterm																
8	An Overview and Midterm																
9	Queues  Craph Definition and Paprocentation Craph																
10	Graph Definition and Representation, Graph Navigating Algorithms																
11	Graph Shortest Path Finding Algorithms: Dijktra, Bellman & Ford								L								
12	Trees																
13	Binary Tree, Heap Tree, AVL Trees																
14			ree <i>F</i> v Cod		ations	, Huffm	nan Co	oding,									
22	Textb Mate			ferenc	es an	d/or Of	ther		Sy Dr Pa	eiss, P mposii .Rıfat (	roceed um on ÇÖLKE yayınc	lings of Compu	the 46t ter Scie Veri ya	h ACM ence E	/I Techr ducatio	," Mark A nical n, 2015. itmalar",	llen
Activit	vites								Numb	er		Dura	Duration (hour)			Total Work Load (hour)	
Theore	tical	m					1		40	. <del>d</del> o			2.00			28.00	
	cals/Labs								)			0.00	0.00			0.00	
Selfsty	idiy lan	Jq.br	epera	tion			0		0.0	34			2.00	2.00			
Homew									14			2.00	2.00				
Project	ets 2							10	ბ.00			0.00	0.00			0.00	
Field S									0				0.00			0.00	
<b>Shidtees</b>	ras extande							Τŀ	1			3.00	3.00			3.00	
Others	S								)			0.00			0.00		
Final E	Exams								10	b.oo			3.00			3.00	
Total W	Work Load															90.00	
Cotadse	alserork load/ 30 hr									ıdents'	learnii	ng in the	e cours	e.		3.00	
ECTS (	TS Credit of the Course												3.00				
25				CON	TRIE	UTIO	N OI			IING (			S TO I	PROC	GRAM	ME	
	P	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1 0	PQ11	PQ12	PQ1	PQ14	PQ15	PQ16
ÖK1	4		4	2	3	5	5	5	3	1	1	1	0	0	0	0	0
ÖK2	4	-	5	2	4	5	5	5	3	1	1	1	0	0	0	0	0
ÖK3	3	3	4	2	5	3	3	3	1	1	1	1	0	0	0	0	0
										1		1	_			-	i -

ÖK4

Contrib to the second of the s												0				
ÖK6	4	4			5	4	3	1	1	1	1	0	0	0	0	0
ÖK5	4	4	2	5	5	4	3	1	1	1	1	0	0	0	0	0