GRANDE PRAIRIE REGIONAL COLLEGE
Department of Computer Systems Technology
Course Outline

CT 1420 - INFORMATION STRUCTURES 3(3-3)

INSTRUCTOR: David Gregg

OFFICE: E216

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MATERIALS REQUIRED: Text: A First Book in Ansi C, by Gary Bronson.
Supplemented by class notes.

PREREQUISITE: CT 1380.

COURSE DESCRIPTION: This course will introduce you to the building and manipulation of data structures and objects. Topics will include: arrays, files searching and sorting, lists, stacks, queues, trees and graphs.

COURSE OBJECTIVES: The primary purpose of this course is to introduce you to the data structures that will be of use to you in business data processing. This course can also be considered an advanced course in the C/C++ programming language as advanced features of the language are used to implement these fundamental data or information structures.

EVALUATION:

Assignments and quizzes:	35%
Mid-term exam:	25%
Final exam:	40%

FINAL GRADE: Final percentages are converted to GPRC's nine point scale as follows:

90 - 100%	9	
80 - 89%	8	Excellent
72 - 79%	7	
65 - 71%	6	Good
57 - 64%	5	
50 - 56%	4	Pass
45 - 49%	3	
26 - 44%	2	
0 - 25%	1	

COURSE CONTENT:

Topic	Classes Required	Chapters
C for Pascal Programmers	8	1 - 6
Arrays	3	7 - 9
Structures & Objects	5	10 & notes
Files	3	11
Pointers	3	Notes
Lists	5	Notes
Sorting	2	Notes
Searching	2	Notes
Stacks & Queues	2	Notes
Recursion	1	Notes
Trees & Graphs	2	Notes

ASSIGNMENT POLICY: All of the assignments are substantial. Ample time has been allocated to complete these assignments--don't waste it. You must use modular design techniques so that you are able to break these complex assignments down into manageable pieces. Remember: it is easier to solve several small problems than one large one.