

# CS 310: The End

Chris Kauffman

Week 15-2

# Logistics

## Reading

- ▶ 21: Priority Queue/Binary Heap
- ▶ 6.9: Priority Queue Interface

## Today's Menu

- ▶ Heapsort:  $O(N \log N)$  sorting
- ▶ Heapify:  $O(N)$  build heap
- ▶ Likely to be on final

## HW3

- ▶ Final due tonight
- ▶ Questions?

## End Game

7/13 Thu	BST Removal, AVL Trees
7/18 Tue	AVL / Red-Black Trees
7/20 Thu	Priority Queues Binary Heaps HW3 Milestones Due
7/25 Tue	HeapSort Review / Evals HW3 Final Due
7/27	Final Exam

# End Game

## Final Exam

- ▶ Comprehensive
- ▶ Will focus on material covered since midterm
- ▶ Similar in style to midterm
  - ▶ Demonstrate algorithms
  - ▶ Analyze code
  - ▶ Implement something data structure related
- ▶ About 6 pages long (midterm was 4 pages)
- ▶ 2 hours 45 min starting at 10:30am
- ▶ Open Resource Exam
- ▶ Will check student ID on submission so make sure you bring it

## Java Jeopardy Review

- ▶ Let's play!
- ▶ Last 15 minutes devoted to course evals

# Evals: CS 310 Sec B01, Kauffman

## #24: The time I spent on CS 310 was

5. More than ANY other class I've EVER taken or ever WILL take
4. More time than other classes
3. About the same as other classes
2. A bit less time than other classes
1. Much less than other classes

## #25: HW project difficulty was ...

5. Soul-crushing...
4. Pretty tough
3. Average
2. A bit easy
1. Cake by the ocean

## #26: HW projects taught me this much about data structures/programming

5. A ton!
4. A lot
3. A modest amount
2. A bit
1. Nothing

## #27: Kauffman spent this much time on projects in lecture...

5. Way too much time; RTFS!
4. A bit more than I needed
3. Just the right amount of time
2. Not quite enough to answer my questions
1. Hardly any! Explain some stuff, please!

## #28: HW Milestones...

5. Broke the large project into more manageable chunks which really helped me get them done
4. Motivated me to get going a little sooner than I might have otherwise;
3. Didn't affect when I started HW much; the final deadline was enough
2. Irritated me; I like to work at my own pace (you can't rush genius)
1. Adversely affected my work on HW: multiple deadlines = more pressure!