SEMESTER S1

ALGORITHMIC THINKING WITH PYTHON

(Common to All Branches)

Course Code	**UCEST105**	**CIE Marks**	40
Teaching Hours/Week (L: T:P: R)	3:0:2:0	**ESE Marks**	60
Credits	4	**Exam Hours**	2 Hrs. 30 Min.
Prerequisites (if any)	None	**Course Type**	Theory

Course Objectives:

1. To provide students with a thorough understanding of algorithmic thinking and its practical applications in solving real-world problems.
2. To explore various algorithmic paradigms, including brute force, divide-and-conquer, dynamic programming, and heuristics, in addressing and solving complex problems.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	PROBLEM-SOLVING STRATEGIES:- Problem-solving strategies defined, Importance of understanding multiple problem-solving strategies, Trial and Error, Heuristics, Means- Ends Analysis, and Backtracking (Working backward). THE PROBLEM-SOLVING PROCESS:- Computer as a model of computation, Understanding the problem, Formulating a model, Developing an algorithm, Writing the program, Testing the program, and Evaluating the solution.	7

	ESSENTIALS OF PYTHON PROGRAMMING:- Creating and using variables in Python, Numeric and String data types in Python, Using the math module, Using the Python Standard Library for handling basic I/O - print, input, Python operators and their precedence.	
2	ALGORITHM AND PSEUDOCODE REPRESENTATION:- Meaning and Definition of Pseudocode, Reasons for using pseudocode, The main constructs of pseudocode - Sequencing, selection (if-else structure, case structure) and repetition (for, while, repeat- until loops), Sample problems* FLOWCHARTS** :- Symbols used in creating a Flowchart - start and end, arithmetic calculations, input/output operation, decision (selection), module name (call), for loop (Hexagon), flow-lines, on-page connector, off-page connector. * - *Evaluate an expression, **d=a+b*c**, find simple interest, determine the larger of two numbers, determine the smallest of three numbers, determine the grade earned by a student based on KTU grade scale (using if-else and case structures), print the numbers from 1 to 50 in descending order, find the sum of n numbers input by the user (using all the three loop variants), factorial of a number, largest of n numbers (**Not to be limited to these exercises. More can be worked out if time permits**).* ** ***Only for visualizing the control flow of Algorithms. The use of tools like RAPTOR (https://raptor.martincarlisle.com/) is suggested. Flowcharts for the sample problems listed earlier may be discussed***	**9**
3	SELECTION AND ITERATION USING PYTHON:- if-else, elif, for loop, range, while loop. Sequence data types in Python - list, tuple, set, strings, dictionary, Creating and using Arrays in Python (using Numpy library). DECOMPOSITION AND MODULARISATION* :- Problem decomposition as a strategy for solving complex problems, Modularisation, Motivation for modularisation, Defining and using functions in Python, Functions with multiple return values	**10**

	RECURSION:- Recursion Defined, Reasons for using Recursion, The Call Stack, Recursion and the Stack, Avoiding Circularity in Recursion, Sample problems - Finding the **n**th Fibonacci number, greatest common divisor of two positive integers, the factorial of a positive integer, adding two positive integers, the sum of digits of a positive number **. --- * The idea should be introduced and demonstrated using Merge sort, the problem of returning the top three integers from a list of **n>=3** integers as examples. (**Not to be limited to these two exercises. More can be worked out if time permits**). ** ***Not to be limited to these exercises. More can be worked out if time permits***.	
4	COMPUTATIONAL APPROACHES TO PROBLEM-SOLVING(*Introductory diagrammatic/algorithmic explanations only. Analysis not required*) :- Brute-force Approach - - *Example: Padlock, Password guessing* Divide-and-conquer Approach - - *Example: The Merge Sort Algorithm* - Advantages of Divide and Conquer Approach - Disadvantages of Divide and Conquer Approach Dynamic Programming Approach - *Example: Fibonacci series* - Recursion vs Dynamic Programming Greedy Algorithm Approach - *Example: Given an array of positive integers each indicating the completion time for a task, find the maximum number of tasks that can be completed in the limited amount of time that you have.* - Motivations for the Greedy Approach	**10**

	- Characteristics of the Greedy Algorithm - Greedy Algorithms vs Dynamic Programming Randomized Approach - *Example 1: A company selling jeans gives a coupon for each pair of jeans. There are n different coupons. Collecting **n** different coupons would give you free jeans. How many jeans do you expect to buy before getting a free one?* *Example 2: **n** people go to a party and drop off their hats to a hat-check person.* *When the party is over, a different hat-check person is on duty and returns the **n** hats randomly back to each person. What is the expected number of people who get back their hats?* -Motivations for the Randomized Approach	

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Continuous Assessment (Accurate Execution of Programming Tasks)	Internal Examination-1 (Written Examination)	Internal Examination-2 (Written Examination)	Internal Examination-3 (Lab Examination)	Total
5	5	10	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
• 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks **(8x3 =24marks)**	• Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 sub divisions. **(4x9 = 36 marks)**	**60**

Course Outcomes (COs)

At the end of the course students should be able to:

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Utilize computing as a model for solving real-world problems.	**K2**
CO2	Articulate a problem before attempting to solve it and prepare a clear and accurate model to represent the problem.	**K3**
CO3	Utilize effective algorithms to solve the formulated models and translate algorithms into executable programs.	**K3**
CO4	Interpret the problem-solving strategies, a systematic approach to solving computational problems, and essential Python programming skills	**K2**

Note*: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create*

CO-PO Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Reference Books				
Sl. No	**Title of the Book**	**Name of the Author/s**	**Name of the Publisher**	**Edition and Year**
1	Problem solving & programming concepts	Maureen Sprankle, Jim Hubbard	Pearson	2012
2	How to Solve It: A New Aspect of Mathematical Method	George Pólya	Princeton University Press	2015
3	Creative Problem Solving: An Introduction	Donald Treffinger., Scott Isaksen, Brian Stead-Doval	Prufrock Press	2005
4	Psychology (Sec.. Problem Solving.)	Spielman, R. M., Dumper, K., Jenkins, W., Lacombe, A., Lovett, M., & Perlmutter, M	H5P Edition	2021
5	Computer Arithmetic Algorithms	Koren, Israel	AK Peters/CRC Press	2018
6	Introduction to Computation and Programming using Python	Guttag John V	PHI	2/e., 2016
7	Python for Everyone	Cay S. Horstmann, Rance D. Necaise	Wiley	3/e, 2024
8	Computational Thinking: A Primer for Programmers and Data Scientists	G Venkatesh Madhavan Mukund	Mylspot Education Services Pvt Ltd	2020

Video Links (NPTEL, SWAYAM…)	
Module No.	**Link ID**
1	https://opentextbc.ca/h5ppsychology/chapter/problem-solving/
2	https://onlinecourses.nptel.ac.in/noc21_cs32/preview

1. Continuous Assessment (5 Marks)

Accurate Execution of Programming Tasks

- Correctness and completeness of the program
- Efficient use of programming constructs
- Handling of errors
- Proper testing and debugging

2. Evaluation Pattern for Lab Examination (10 Marks)

1. **Algorithm (2 Marks)**

   Algorithm Development: Correctness and efficiency of the algorithm related to the question.

2. **Programming (3 Marks)**

   Execution: Accurate execution of the programming task.

3. **Result (3 Marks)**

   Accuracy of Results: Precision and correctness of the obtained results.

4. **Viva Voce (2 Marks)**

   Proficiency in answering questions related to theoretical and practical aspects of the subject.

Sample Classroom Exercises:

1. Identify ill-defined problem and well-defined problems
2. How do you differentiate the methods for solving algorithmic problems: introspection, simulation, computer modelling, and experimentation?
3. Use cases for Trial and error, Algorithm, Heuristic and Means-ends analysis can be applied in proffering solution to problems

4. Use a diagram to describe the application of Tower of Hanoi in choosing and analysing an action at a series of smaller steps to move closer to the goal
5. What effect will be generated if the stage that involves program writing is not observed in the problem-solving process?
6. What effect will be generated if the stage that involves program writing is not observed in the problem-solving process?
7. Evaluate different algorithms based on their efficiency by counting the number of steps.
8. Recursive function that takes a number and returns the sum of all the numbers from zero to that number.
9. Recursive function that takes a number as an input and returns the factorial of that number.
10. Recursive function that takes a number 'n' and returns the nth number of the Fibonacci number.
11. Recursive function that takes an array of numbers as an input and returns the product of all the numbers in the list.

LAB Experiments:

1. Demonstrate about Basics of Python Programming
2. Demonstrate about fundamental Data types in Python Programming. (i.e., int, float, complex, bool and string types)
3. Demonstrate different Arithmetic Operations on numbers in Python.
4. Create, concatenate, and print a string and access a sub-string from a given string.
5. Familiarize time and date in various formats (Eg. "Sun May 29 02:26:23 IST 2017")
6. Write a program to create, append, and remove lists in Python using numPy.
7. Programs to find the largest of three numbers.
8. Convert temperatures to and from Celsius, and Fahrenheit. [Formula: c/5 = f-32/9]
9. Program to construct the stars (*) pattern, using a nested for loop
10. Program that prints prime numbers less than 20.
11. Program to find the factorial of a number using Recursion.
12. Recursive function to add two positive numbers.
13. Recursive function to multiply two positive numbers
14. Recursive function to the greatest common divisor of two positive numbers.
15. Program that accepts the lengths of three sides of a triangle as inputs. The program output should indicate whether or not the triangle is a right triangle (Recall from the Pythagorean Theorem that in a right triangle, the square of one side equals the sum of the squares of the other two sides). Implement using functions.

16. Program to define a module to find Fibonacci Numbers and import the module to another program.
17. Program to define a module and import a specific function in that module to another program.
18. Program to check whether the given number is a valid mobile number or not using functions?

    Rules:

    1. Every number should contain exactly 10 digits.
    2. The first digit should be 7 or 8 or 9