# Unit introduction COMS20010 (Algorithms II)

John Lapinskas, University of Bristol

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- One day you might need to come up with your own algorithms.
  (Much more likely than the above two!)



God I wish there was an easier way to do this

```
private bool IsEven(int number){
if (number == 1) return false;
else if (number == 2) return true;
else if (number == 3) return false;
else if (number == 4) return true;
else if (number == 5) return false;
else if (number == 6) return true;
else if (number == 7) return false:
else if (number == 8) return true;
else if (number == 9) return false;
else if (number == 10) return true;
else if (number == 11) return false:
else if (number == 12) return true:
else if (number == 13) return false;
else if (number == 14) return true;
else if (number == 15) return false;
else if (number == 16) return true:
else if (number == 17) return false;
else if (number == 18) return true;
else if (number == 19) return false;
else if (number == 20) return true:
else if (number == 21) return false:
else if (number == 22) return true:
```



Kat Maddox @ctrlshifti · 30 Jul Replying to @ctrlshifti

I figured it out! Thanks everyone

```
private bool IsEven(int number)
string numberString = number.ToString();
string lastChar = numberString.Substring(numberString.Length - 1);
 if (lastChar == '0' || lastChar == '2' || lastChar == '4' ||
 lastChar == '6' || lastChar == '8')
     return true;
return false:
```



Kat Maddox @ctrlshifti · 30 Jul Why are people talking about %?

I'm trying to determine parity not get percentages

1.5K



J 550



19K



329

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- One day you might need to implement these algorithms.
- One day you might need to understand how these algorithms work.
- One day you might need to come up with your own algorithms. (Much more likely than the above two!)
- One day you might have to go through a job interview...

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- 90% from the final exam.
- 10% from weekly Blackboard quizzes.

The exam questions will start out easy, asking about algorithms you've already seen, then get harder, asking you to design new algorithms.

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More good news: The quizzes are free marks!

# Blackboard quizzes

These are auto-marked questions worth 10% of your final grade:

- One per week, due at noon on Fridays. (Including this week!)
- They should take roughly 1 hour each, but no time limit.
- You can start a quiz and then finish it later.
- Collaboration, online resources etc. are all fine. Study together!
- The usual late policy for coursework applies, so don't miss the deadline or you'll lose a lot of marks very quickly.

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**Important:** If you get 50% or more on a blackboard quiz, this will count as **full marks** in the final grade calculation!

Last year almost everyone got above 90% final marks for quizzes. More than half got 100%. Free marks!

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After a quiz, you get immediate answers and feedback. Don't abuse this. They're important exam prep, so you'd only be cheating yourselves...

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  - Vote on which questions you want me to answer!
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- In-person problem class: 90 minutes Monday afternoons, week n + 1.
  - These will be half-lab, half-lecture, all-important.
  - You don't have to try the sheet first! (See unit page...)
  - You do have to have tried your best to understand the week's material.
- Problem sheet answers release: Tuesday, week n + 1.

# Planning your time

During term, aim to spend about **7 hours per week** on this unit:

- 2 hours watching the week's lecture videos.
- 2.5 hours *understanding* the week's lecture videos. This could, but doesn't have to, include:
  - Attending the one-hour Q&A session;
  - Asking questions on the unit Team;
  - Reading textbooks and other sources;
  - Working together with other students;
  - Trying the problem sheet.
- 1 hour finishing the week's Blackboard quiz.
- 1.5 hours attending the week's problem class.

Further details about unit organisation are on the unit page.

## Useful references

Proofs on slides are hard, so I provide recommended readings each week on the unit page as an alternative source.

These are all available **as free eBooks** from the university library at https://www.bristol.ac.uk/library/. The most common three will be:

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- The Algorithm Design Manual (Skiena)
  - For engineers, by an engineer.
  - The least technical option great if you're having trouble with proofs.

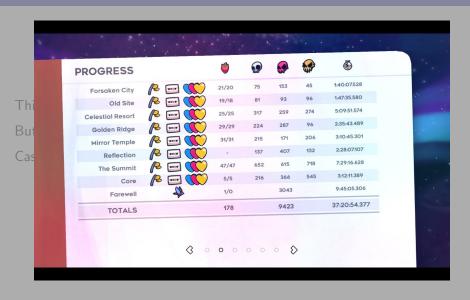
## Mindset for the unit

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Case in point...

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So keep at it, and climb the mountain. ;-)