

ISOM3000I

BUSINESS ALGORITHMS IN PYTHON: THEORY AND PRACTICE

FALL 2024

COURSE CODE: ISOM3000I, 3 Credits

COURSE NAME: Business Algorithms in Python: Theory and Practice

INSTRUCTOR: Jin Chen Ph.D.

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OFFICE HOURS: By appointment

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PREREQUISITES: ISOM 2020 or ISOM 3400

COURSE WEBSITE: <https://canvas.ust.hk>

CLASS SCHEDULE

| Section | Day | Time | Venue |
|---------|---------|-------------|-------------------|
| L1 | Tu & Th | 13:30~14:50 | Rm 1005, LSK Bldg |
| LA1 | Mon | 09:00~09:50 | Rm G005, LSK Bldg |

COURSE DESCRIPTION

Welcome to the captivating realm of algorithmic thinking in the business domain with a focus on the popular programming language of Python!

This course provides a thorough introduction to algorithmic principles and their direct applications in business using Python, a popular programming language. Throughout the course, students will have the opportunity to develop expertise in essential data structures, delve into typical algorithms, and master problem-solving methodologies, tailored to address complex, real-world business challenges.

Key topics include crucial subjects, including various data structures, efficient sorting and searching algorithms, and their pivotal roles in operations across different business problems. By merging hands-on programming tasks with real-world problems, this course aims to fortify learning outcomes and elevate practical skills. Get ready to explore the synergy between algorithmic thinking and business acumen in a dynamic learning environment!

INTENDED LEARNING OUTCOMES

❑ **Understanding Fundamental Concepts**

Grasp the foundational principles of data structures and algorithms, including their significance in computer science and business applications.

❑ **Proficiency in Data Structures**

Identify, implement, and utilize various data structures such as arrays, linked lists, stacks, queues, trees, and graphs to solve real-world problems.

❑ **Hands-On Programming Experience**

Gain practical skills in Python programming through exercises and projects that reinforce the concepts of data structures and algorithms.

REQUIRED BACKGROUND AND PREREQUISITE KNOWLEDGE

The course requires a strong understanding of Python. Students must remember and understand past concepts like variables and functions. Also, students must know the concept of object-oriented programming. These fundamentals are crucial for success in practical programming tasks.

COURSE MATERIALS

• **Online Materials**

Lecture slides, assignments, and lab handouts are available on Canvas course website.

• **Supplemental Materials (Optional)**

Cormen T H, Leiserson C E, Rivest R L, et al. Introduction to algorithms[M]. MIT press, 2022.

• **Softwares**

Anaconda and Jupyter Notebook

Google Collaborator

Visual Studio Code (VS code) (optional)

EVALUATION PROCEDURES

| Course Component | Overall Weight |
|--|-----------------------|
| Lecture & Lab Participation | 10% |
| Assignment 1&2 | 20% |
| Assignment 3&4 | 20% |
| Final Exam | 50% |

LECTURE & LAB PARTICIPATION (10%)

The fundamental data structure concepts and algorithm procedures will be covered during the lecture sessions. Attendance and active participation in class activities are expected. Furthermore, if you only listen to the lectures without engaging in any practical activities, you will be unable to comprehend the knowledge. As a result, you are required to actively participate in lab classes and carry out practical exercises.

ASSIGNMENTS (40%)

There are **FOUR** individual homework assignments, each with questions to answer and hands-on activity. Completed assignments must be submitted via Canvas **by 23:59** on the due date. The assignments will be graded.

If you are unsure if you will be able to turn in your assignments on time, submit them early. Assignments up to 24 hours late will have a 25% reduction in grade, while those up to one week late will have a 50% reduction. After one week, late assignments will not be credited.

FINAL EXAM (50%)

There is a paper-based final exam (open note), which covers ALL topics taught in the semester. Details of the exam will be provided later in the semester.

There will be no make-up exams unless there are extreme circumstances beyond your control, such as a medical emergency. Students must provide sufficient documents issued by a licensed medical practitioner to be considered for a make-up exam.

Students at HKUST are required to adhere to the Academic Honor Code without exception (see <http://acadreg.ust.hk/generalreg.html> for more information). Any instances of cheating during quizzes or exams will not be tolerated. Those found cheating will receive a zero on the assessment in question, and their final course grade will be marked with an X denoting academic dishonesty. This X grade will remain on the student's record until graduation. A second instance of academic dishonesty resulting in an X grade will lead to dismissal from HKUST.

TENTATIVE LECTURE COURSE CONTENT

| Week | Date | Topics | Remarks |
|------|---------|---------------------------------------|----------------------|
| 1 | Sep. 3 | Course Overview | |
| | Sep. 5 | Basic Concepts | |
| 2 | Sep. 10 | Algorithm Complexity | |
| | Sep. 12 | | Assignment 1 Release |
| 3 | Sep. 17 | Data Structure: Array and Linked List | |
| | Sep. 19 | Data Structure: Hash Table | |
| 4 | Sep. 24 | Data Structure: String | |
| | Sep. 26 | Data Structure: Tree | Assignment 1 Due |
| 5 | Oct. 1 | Public Holiday | |
| | Oct. 3 | Data Structure: Graph | Assignment 2 Release |
| 6 | Oct. 8 | Divide-and-Conquer | |
| | Oct. 10 | | |
| 7 | Oct. 15 | | |
| | Oct. 17 | Searching | Assignment 2 Due |
| 8 | Oct. 22 | | Assignment 3 Release |
| | Oct. 24 | | |
| 9 | Oct. 29 | Sorting | |
| | Oct. 31 | | |
| 10 | Nov. 5 | | Assignment 3 Due |
| | Nov. 7 | Greedy Algorithm | Assignment 4 Release |
| 11 | Nov. 12 | | |
| | Nov. 14 | Dynamic Programming | |
| 12 | Nov. 19 | | |
| | Nov. 21 | Backtracking | Assignment 4 Due |
| 13 | Nov. 26 | | |
| | Nov. 28 | Revision | |

TENTATIVE LAB COURSE CONTENT

| Week | Date | Topics |
|------|------|---|
| 1 | | |
| 2 | | Introduction of Anaconda and Jupyter Notebook |
| 3 | | Data Structure |
| 4 | | Data Structure |
| 5 | | Data Structure |
| 6 | | Data Structure |
| 7 | | Divide and Conquer |
| 8 | | Divide and Conquer |
| 9 | | Search |
| 10 | | Search |
| 11 | | Sorting |
| 12 | | Sorting |
| 13 | | Sorting |

NOTE: The above actual dates may be modified due to the requirements of the class. Also, the indicated dates may be moved backward or forward depending on class progress. **Exact dates and instructions will be announced on course webpage.**