



mongoDB®

HTML



Bootstrap



GitHub



heroku



http://www.url.com/



Tiger Courses

Easiest way to search for any Princeton course



COS

Favorites

COS126 / EGR126Computer Science: An
Interdisciplinary Approach **4.5****COS217**Introduction to Programming
Systems **3.5****COS226**Algorithms and Data Structures **2.3**

39 Search Results

COS126 / EGR126Computer Science: An
Interdisciplinary Approach **4.5****COS217**Introduction to Programming
Systems **3.5****COS226**Algorithms and Data Structures **2.3****COS226** Algorithms and Data Structures

QR

nPDF

Favorite

This course surveys the most important algorithms and data structures in use on computers today. Particular emphasis is given to algorithms for sorting, searching, and string processing. Fundamental algorithms in a number of other areas are covered as well, including geometric algorithms, graph algorithms, and some numerical algorithms. The course will concentrate on developing implementations, understanding their performance characteristics, and estimating their potential effectiveness in applications.

Sample reading list:**R. Sedgewick and K. Wayne**, *Algorithms*, 4th edition**Reading/Writing assignments:**

Exercises covering each lecture; weekly programming assignments focusing on problem solving and understanding properties of algorithms and implementations; two required in-class exams. Approximately 75 pages of reading per week.

Requirements/Grading:

Mid Term Exam - 25%
Other Exam - 25%
Programming Assignments - 37%
Problem set(s) - 10%
Other (See Instructor) - 3%

Other Requirements:

Course is required for concentrators
Not Open to Graduate Students.

Prerequisites and Restrictions:

COS 126 (recommended) or approval by the COS placement officer. Enrollment is limited to undergraduate students. Any graduate student interested in enrolling must apply by application only. Please contact

**Kevin Wayne**

Ratings of previous course

4.5

Overall ratings of courses

4.3
Evaluation Results

Overall Quality of this course

4.5

Feedback of other students on this course

4.5

Lectures

4.5

Precepts

4.0

Readings

3.8

Papers, Problem sets, Examinations

4.5



	COS333 QR Advanced Programming Techniques

	ECO310 SA PDF A Microeconomic Theory: A Mathematical Appro...
	ECO312 QR PDF A Econometrics: A Mathematical Approach
	ECO317 SA PDF A The Economics of Uncertainty
	ECO321 SA PDF A Industrial Organization
	ECO324 SA NPDF A Law and Economics

COS 333

Spring 2017

Relevance

1 Favorite Course

COS126/EGR126 (Spring 2017)  4.27

Computer Science: An Interdisciplinary A...

48 Search Results

COS333  4.18

Advanced Programming Techniques

COS518  3.35

Advanced Computer Systems

COS583/ELE583  4.67

Great Moments in Computing

COS126/EGR126  4.27

Computer Science: An Interdisciplinary ...

COS217  3.50

Introduction to Programming Systems

COS226  3.66

Algorithms and Data Structures

COS320  3.64

Compiling Techniques

COS340  3.67

Advanced Programming Techniques

COS333   

Brian W. Kernighan, Christopher M. Moretti

This is a course about the practice of programming. Programming is more than just writing code. Programmers must also assess tradeoffs, choose among design alternatives, debug and test, improve performance, and maintain software written by themselves & others. At the same time, they must be concerned with compatibility, robustness, and reliability, while meeting specifications. Students will have the opportunity to develop these skills by working on their own code and in group projects.

Prerequisites

COS 217 and COS 226.

Other Information

This course is NOT open to Continuing Education and Graduate students.

Equivalent Courses

Not Open to Graduate Students.

Open Classes

Section	Days	Time	Room	Enrolled
L01	T Th	11:00 AM - 12:20 PM	Friend Cen 101	205 / 230

Evaluations

Feedback for other students

4.39

Overall Quality of the Course

4.18

Papers, Reports, Problem Sets, Examinations

3.96

Readings

3.65

Lectures

3.81

Student Comments

A good systems departmental, good chance to get a feel for what working on an independent project is like. Know ahead of time who your group will be, and be organized with coordinating with them throughout the project.

A must-take. The development project really shows you all the ups and downs of working with a team on any kind of project. Start early, and be sure to keep your partners accountable.

Awesome class! You learn many new things, whether it's a new language, a new way to think, or how to test your own code in an

I love the interface!

*Wonderful interface.
Thanks a lot!*

*This is much more intuitive and
visually appealing than the
registrar's website!*

Ur website su,x lol

Thanks so much for this!!

*This makes looking for
classes so much easier!!!*

10/10 would recommend

PDF

NPDF

*One thing I would love to be able to do is **filter courses by PDF status.***

New

Searches for new courses would be nice...

QR

LA

*Can you add a way to **search distribution requirements?***

VIS new 

Juniors Only 2
Seniors Only 2
Freshmen and Sophomores Only 8

Ellen Lupton with Andrew Blauvelt Graphic Design, Now in Production
Paul Rand Design, Form and Chaos
Donis A. Dondis A Primer of Visual Literacy
Daniel van der Velden and Vinca Kruk White Knight, Before a Manifesto
Rudolph Arnheim Perception of Graphic Form

Can you add **info page** for things that I can search?

The app does not show **reserved seating**.

I'd like to be able to see the **sample reading list**.

Special CLEAR ALL

* All courses +

NEW New ... +

Distributions CLEAR

EC Epistem... +

EM Ethical ... +

HA Historic... +

LA Literatu... +

SA Social A... +

QR Quantit... +

STL Scienc... +

STN Scienc... +

Grading opti...CLEAR

PDF P/D/F ... +

PDFO P/D/... +

NPDF No P... +

AUDIT Aud... +

NAUDIT Au... +

Course levels CLEAR

cos

Semester

Spring 2017

Sort by

Relevance

More options

5 Favorite Courses

COS340 QR PDF A   3.67*
Reasoning about Computatio.. Spring 2017

COS333 NPDF NA   4.18*
Advanced Programming Tec... Spring 2017

PHY240 STL PDF A   N/A
Galactic Exploration with Invi... Spring 2017

CLA255 / PHI255 / CHV255...   4.03*

41 Search Results

Computer Graphics

COS126 / EGR126 QR NA  4.27*
Computer Science: An Interdisciplinary ...

COS333 NPDF NA  4.18*
Advanced Programming Techniques

COS598E PDF A   4.00*
Advanced Topics in Computer Science: ...

COS511 PDF A  3.95*
Theoretical Machine Learning

Advanced Programming Techniques

 1 **4.18***

 COS333 **NPDF** **NA** 
 · Spring 2017

Past Semesters

 Fall 2017 Robert M. Dondero Jr. N/A
Spring 2017 Brian W. Kernighan, Chris... N/A

 Spring 2016 Christopher M. Moretti **4.18**

 Spring 2015 Brian W. Kernighan **4.18**

Numeric Evaluations (from Spring 2015)

 Lectures **3.99**

 Readings **3.71**

 Papers, Reports, Problem Sets, Exami... **3.81**

 Overall Quality of the Course **4.18**

 Feedback for other students **4.53**

Student Comments (from Spring 2015)

A great way to get practical experience in software development, and you'll become more aware of so many different things about software engineering 

Be ready to prioritize this class as your #1

Instructors

 Brian W. Kernighan **7**

 Christopher M. Moretti **5**

Description

This is a course about the practice of programming. Programming is more than just writing code. Programmers must also assess tradeoffs, choose among design alternatives, debug and test, improve performance, and maintain software written by themselves & others. At the same time, they must be concerned with compatibility, robustness, and reliability, while meeting specifications. Students will have the opportunity to develop these skills by working on their own code and in group projects.

Assignments

There will be a number of programming assignments and a term project. The project will be done in groups and will involve creation of a major piece of software, the

users

1460

visits

60% at least two visits

30% at least five visits

duration

35% at least 30 minutes

24% at least 60 minutes

total time

950 hours

“Can you allow exporting schedules in the future?”

ReCal—Course Selection

15-16 Fall 15-16 Spring 16-17 Fall 16-17 Spring

NEW SCHEDULE APRIL 1 NEW SCHEDULE APRIL 18 APRIL 18 (2)

Search Course

5 Enrolled Courses

- COS217 Introduction to Programming Systems
- ECS342 / COM342 / ENG363 Literature and Photography
- ELE206 / COS306 Contemporary Logic Design
- NES240 / REL240 Muslims and the Qur'an
- VIS216 Graphic Design: Visual Form

Monday	Tuesday	Wednesday	Thursday	Friday
10:00 - NES240 L01	10:00 - COS217 L01	10:00 - NES240 L01		
13:30 - 16:20 VIS216 U01	13:30 - 14:50 ELE206 L01	13:30 - 16:20 ELE206 B04	13:30 - 14:50 ELE206 L01	12:30 - NES240 P06
	15:30 - COS217 P06		15:30 - COS217 P06	
19:30 - 21:40 VIS216 U01	19:30 - 22:20 ECS342 S01			

Tigerhub

2014-2015 Spring 2015-2016 Fall 2015-2016 Spring 2016-2017 Fall 2016-2017 Spring 2017-2018 Fall

17-18 Fall Plan No art

Send To Queue Delete Plan Clone Plan

Course Search

Selected Courses

- ARC 374 Computational Design
L01 Lecture
F 1:30 PM - 4:20 PM
- P01 Precept
T 7:30 PM - 9:20 PM
- COS 324 Introduction to Machine Learning
L01 Lecture
T Th 11:00 AM - 12:20 PM

Monday	Tuesday	Wednesday	Thursday	Friday
	8am - COS 436 L01 Lecture (Closed)		8am - COS 436 L01 Lecture (Closed)	
	10am - COS 324 L01 Lecture Enrolled		10am - COS 324 L01 Lecture Enrolled	
1pm - VIS 215 U01 Studio Enrolled (Closed)		1pm - VIS 393 C01 Class Enrolled		1pm - ARC 374 L01 Lecture Enrolled (Closed)
	3pm - COS 429 L01 Lecture Enrolled		3pm - COS 429 L01 Lecture Enrolled	
	6pm - VIS 215 L01 Studio Enrolled (Closed)	6pm - ARC 374 P01 Precept Enrolled	6pm - VIS 213 C02 Class Enrolled (Closed)	6pm - COS 324 P01A Precept Enrolled

“This and ReCal should have a baby.”