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Reflecting the newest trends in computer science, new and revised material throughout the Second Edition of this book places increased emphasis on abstract data types (ADTs) and objectoriented design. This book continues to offer a thorough, well-organized, and up-to-date presentation of essential principles and practices in data structures using C++.

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ADTs, Data Structures, and Problem Solving with C++, 2e by Larry Nyhoff of Calvin College. ISBN: 0-13-140909-3 Upper Saddle River, New Jersey: Prentice-Hall, 2005 . Preface (PDF) Table of Contents (PDF) Errata List for Text Book . Errata List for Lab Manual. Supplements: Source Code for examples in the text

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ADTs, Data Structures, and Problem Solving with C++, 2005 ...

Designed for CS2 course; this popular book thoroughly covers ADTs (Abstract Data Types), data structures, and their use in problem solving. The text guides the student through the development of ADTs such as stacks, queues, and binary trees, the use of key data structures such as arrays, classes and linked lists to implement ADTs, and problem solving using Object-Oriented Design (OOD) methodologies.

ADTs, Data Structures, and Problem Solving with C++ ...

Emphasis on abstract data types (ADTs) throughout —Reinforcing the study of data structures in the spirit of OOP. Coverage of the containers and algorithms from the Standard Template Library —Introducing the most up-to-date and powerful tools in C++.

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Consequently, there is an increased emphasis on ADTs in this new edition and a name change thus seemed appropriate: ADTs, Data Structures, and Problem Solving with C++.And as one might expect, there is a corresponding increased emphasis on object-oriented design.

9780131409095 - ADTs, Data Structures, and Problem ...

Lab Manual to Accompany ADTs, Data Structures, and Problem Solving with C++, 2e by Larry Nyhoff of Calvin College. ISBN: 0-13-148758-2 Upper Saddle River, New Jersey: Prentice-Hall, 2005 Preface and Table of contents (PDF) Source Code for Lab Exercises and Projects Errata List for Lab Manual . Albrecht Durer's Melancholia referred to in Project 3.1

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Reflecting the newest trends in computer science, new and revised material throughout the Second Edition of this book places increased emphasis on abstract data types (ADTs) and object-oriented design. KEY TOPICS: This book continues to offer a thorough, well-organized, and up-to-date presentation of essential principles and practices in data structures using C++. Topics include C++'s I/O and string classes, pointers and dynamic allocation, lists, array-based and linked-list implementations of stacks, queues, searching, inheritance and more. MARKET: For computer professionals in companies that have computing departments or those who

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want advanced training in C++.

THIS TEXTBOOK is about computer science. It is also about Python. However, there is much more. The study of algorithms and data structures is central to understanding what computer science is all about. Learning computer science is not unlike learning any other type of difficult subject matter. The only way to be successful is through deliberate and incremental exposure to the fundamental ideas. A beginning computer scientist needs practice so that there is a thorough understanding before continuing on to the more complex parts of the curriculum. In addition, a beginner needs to be given the opportunity to be successful and gain confidence. This textbook is designed to serve as a text for a first course on data structures and algorithms, typically taught as the second course in the computer science curriculum. Even though the second course is considered more advanced than the first course, this book assumes you are beginners at this level. You may still be struggling with some of the basic ideas and skills from a first computer science course and yet be ready to further explore the discipline and continue to practice problem solving. We cover abstract data types and data structures, writing algorithms, and solving problems. We look at a number of data structures and solve classic problems that arise. The tools and techniques that you learn here will be applied over and over as you continue your study of computer science.

Rev. ed. of: Data abstraction and problem solving with Java / Frank M. Carrano, Janet J. Prichard. 2007.

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

"Focusing on data abstraction and data structures, the second edition of this very successful book continues to emphasize the needs of both the instructor and the student. The book illustrates the role of classes and abstract data types (ADTs) in the problem-solving process as the foundation for an object-oriented approach. Throughout the text, the distinction between specification and implementation is continually stressed. The text covers major applications of ADTs, such as searching a flight map and performing an event-driven simulation. It also offers early, extensive coverage of recursion and uses this technique in many examples and exercises. Overall, the lucid writing style, widespread use of examples, and flexible coverage of material have helped make this a leading book in the field." --Book Jacket.

This practical text contains fairly "traditional" coverage of data structures with a clear and complete use of algorithm analysis, and some emphasis on file processing techniques as relevant to modern programmers. It fully integrates OO programming with these topics, as part of the detailed presentation of OO programming itself. Chapter topics include lists, stacks,

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and queues; binary and general trees; graphs; file processing and external sorting; searching; indexing; and limits to computation. For programmers who need a good reference on data structures.

Now in its second edition, D.S. Malik brings his proven approach to C++ programming to the CS2 course. Clearly written with the student in mind, this text focuses on Data Structures and includes advanced topics in C++ such as Linked Lists and the Standard Template Library (STL). The text features abundant visual diagrams, examples, and extended Programming Examples, all of which serve to illuminate difficult concepts. Complete programming code and clear display of syntax, explanation, and example are used throughout the text, and each chapter concludes with a robust exercise set. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Data Structures and Problem Solving Using Java, Second Edition provides a practical introduction to data structures and algorithms from the viewpoint of abstract thinking and problem solving, as well as the use of Java. This text has a clear separation of the interface and implementation to promote abstract thinking. Java allows the programmer to write the interface and implementation separately, to place them in separate files and compile separately, and to hide the implementation details. This book goes a step further: the interface and implementation are discussed in separate parts of the book. Part I (Tour of Java), Part II (Algorithms and Building Blocks), and Part III (Applications) lay the groundwork by discussing basic concepts and tools and providing some practical examples, but implementation of data structures is not shown until Part IV (Implementations). Class interfaces are written and used before the implementation is known, forcing the reader to think about the functionality and potential efficiency of the various data structures (e.g., hash tables are written well before the hash table is implemented). \*NEW! Complete chapter covering Design Patterns (Chapter 5). \*NE

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