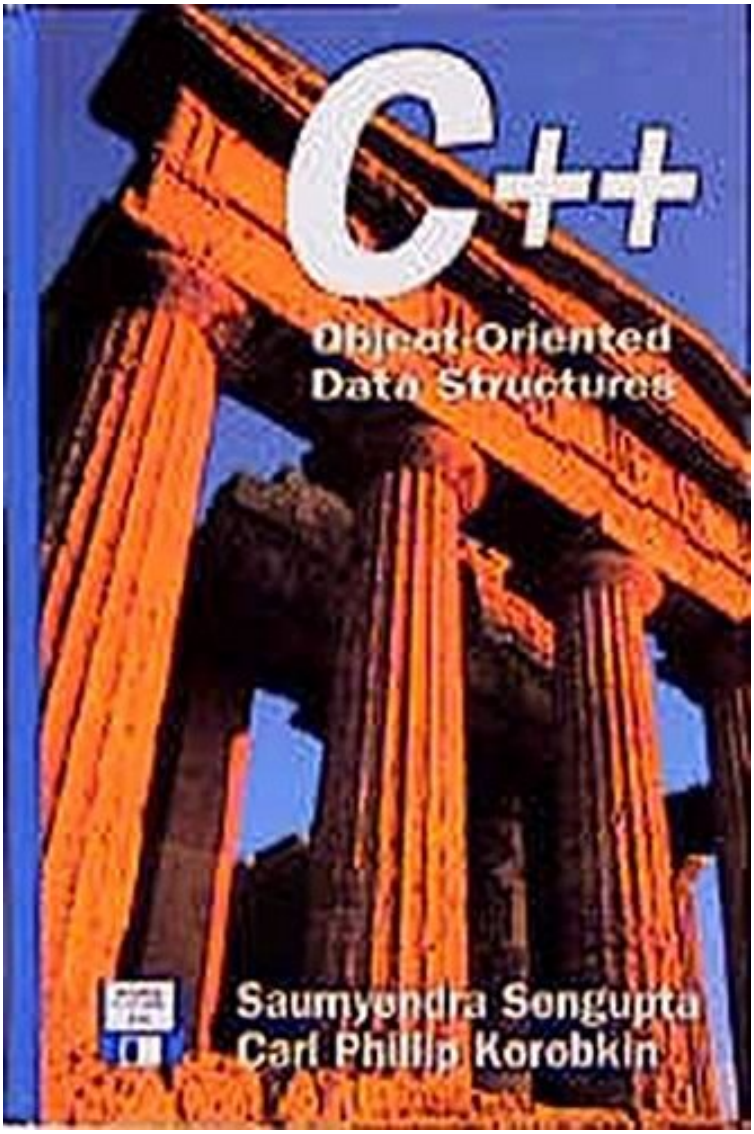
C++: Object-Oriented Data Structures: Book and Disk

Von Saumyendra Sengupta, Carl P. Korobkin
*audiobook | *ebooks | Download PDF | ePub | DOC*



Produktinformation Verffentlicht am: 2012-12-06Erscheinungsdatum: 2012-12-06File Name: B007JSC7FW | File size: 39.Mb

Von Saumyendra Sengupta, Carl P. Korobkin : C++: Object-Oriented Data Structures: Book and Disk before purchasing it in order to gage whether or not it would be worth my time, and all praised C++: Object-Oriented Data Structures: Book and Disk:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Packed with tons of code!Von Ein KundeThis is one of the best books on Data Structures in C++ I have seen (and I have seen quite a few). It gives code for numerous types of data structures, implemented via classes. Also does a good job of giving you the pseudo code before the actual code so you can see whats going on. Some of the classes are 3 pages, so

it's a good thing that the code is also on a disk. Also analyzes the run time of various algorithms. Plus the code is very well documented, explaining what each few lines does. A great book for anybody taking a course in data structures in C++. Very complete.0 von 0 Kunden fanden die folgende Rezension hilfreich. Great BookVon Ein KundeA+ on C++ Literature. Very informative! Great book for a computer programmer who would like to sharpen up their skills, or a college student who is willing to learn this complex computer language.0 von 0 Kunden fanden die folgende Rezension hilfreich. OutstandingVon Ein KundeAfter reading many C++ books, I felt that this book was the most understandable book. The examples were very, very clear. I recommend it.

KurzbeschreibungThis book provides a broad coverage of fundamental and advanced con cepts of data structures and algorithms. The material presented includes a treatment of elementary data structures such as arrays, lists, stacks, and trees, as well as newer structures that have emerged to support the process ing of multidimensional or spatial data files. These newer structures and algorithms have received increasing attention in recent years in conjunc tion with the rapid growth in computer-aided design, computer graphics, and related fields in which multidimensional data structures are of great interest. Our main objective is to mesh the underlying concepts with application examples that are of practical use and are timely in their implementations. To this end, we have used mainly the Abstract Data Structure (or Abstract Data Type (ADT)) approach to define structures for data and operations. Object-oriented programming (OOP) methodologies are employed to im plement these ADT concepts. In OOP, data and operations for an ADT are combined into a single entity (object). ADTs are used to specifiy the objects-arrays, stacks, queues, trees, and graphs. OOP allows the pro grammer to more closely mimic the real-world applications. This OOP is more structured and modular than previous attempts. OOP has become de facto state-of-the-art in the 1990s.KurzbeschreibungThis book provides a broad coverage of fundamental and advanced con cepts of data structures and algorithms. The material presented includes a treatment of elementary data structures such as arrays, lists, stacks, and trees, as well as newer structures that have emerged to support the process ing of multidimensional or spatial data files. These newer structures and algorithms have received increasing attention in recent years in conjunc tion with the rapid growth in computer-aided design, computer graphics, and related fields in which multidimensional data structures are of great interest. Our main objective is to mesh the underlying concepts with application examples that are of practical use and are timely in their implementations. To this end, we have used mainly the Abstract Data Structure (or Abstract Data Type (ADT)) approach to define structures for data and operations. Object-oriented programming (OOP) methodologies are employed to im plement these ADT concepts. In OOP, data and operations for an ADT are combined into a single entity (object). ADTs are used to specifiy the objects-arrays, stacks, queues, trees, and graphs. OOP allows the pro grammer to more closely mimic the real-world applications. This OOP is more structured and modular than previous attempts. OOP has become de facto state-of-the-art in the 1990s.Synopsis This book provides a broad coverage of fundamental and advanced concepts of data structures and algorithms. Its aim is to provide readers with a modem synthesis of concepts with examples of applications that find practical use. Throughout, C++ is used to illustrate the construction and use of abstract data types and to demonstrate object-oriented implementations. As a result, it will make a superb textbook for students taking courses in data structures and software engineering as well as for software professionals. Readers are assumed to have a basic working familiarity with C and C++, but it is otherwise self-contained.