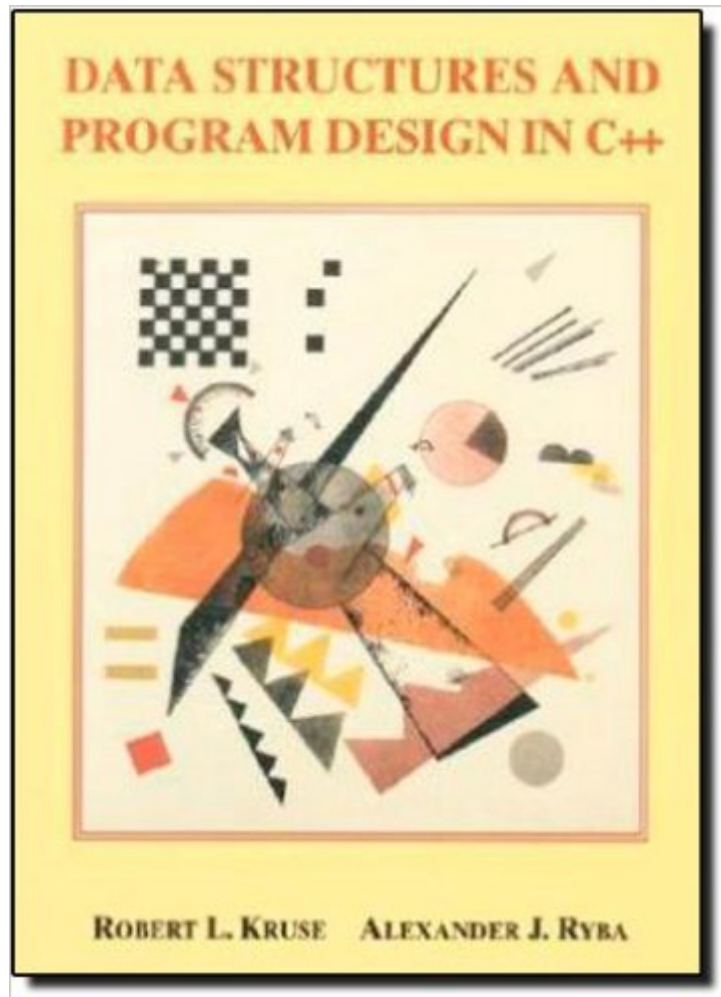


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Data Structures And Program Design In C++



Synopsis

Progressing from the concrete to the abstract and using numerous, substantial case studies and sample programs this book explores structured problem solving, data abstraction, software engineering principles, and the comparative analysis of algorithms as fundamental tools of program design. The book and all programs have been completely written from the Object-Oriented perspective. Uses the C++ programming language throughout. Briefly reviews the syntax of C++ and provides a brief introduction to the language. The book is native C++ making full use of C++ features and object-oriented programming. Discusses major principles of software engineering and applies them to large programming projects. Covers several more advanced, modern topics, e.g.: Splay trees, Red-black trees, Amortized algorithm analysis.

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Customer Reviews

I just finished an online course on data structures at UMass, Lowell (secured an A grade without any problem) and this is the textbook used for this course. I agree with some of the comments made by the reviewers here - that typedef's are used beyond reason, code is presented in fragments. I must strongly disagree with the reviewers who said - the book is not worth the money (it's cheap if you buy a used one), it is a bad book, useful only as a paper weight. The strong plus point for this book is that it presents theory well - there are many figures using which it is easy to understand complicated stuff. The other plus point is that it also analyzes the performance of algorithms and I felt the book does a great job of explaining this part in clear terms. The main drawback is that the

code is fragmented and spread out, which is certainly frustrating. Also, in order to get the code to work on a compiler (I used Microsoft VC++ version 6), you will need to "fill in the gaps" as most code examples (I tried 90% of the examples in the text on MVC++ compiler) are by no means complete but this was not difficult. You can download the code from the publisher's website and the code is actually not organized into different files (sorted by chapter and example) but it comes in a few files where examples from different chapters are mixed. You will have to search and find the part you need. I do agree usage of dummy functions creates confusion. This book has a rocky start with the life game example, which was not very easy to follow with the explanation provided. While I was frustrated with the first two chapters, the rest of the chapters are presented well. To the reviewer who said that the code has bugs (which certainly isn't true), my guess that the gaps are not properly filled.

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