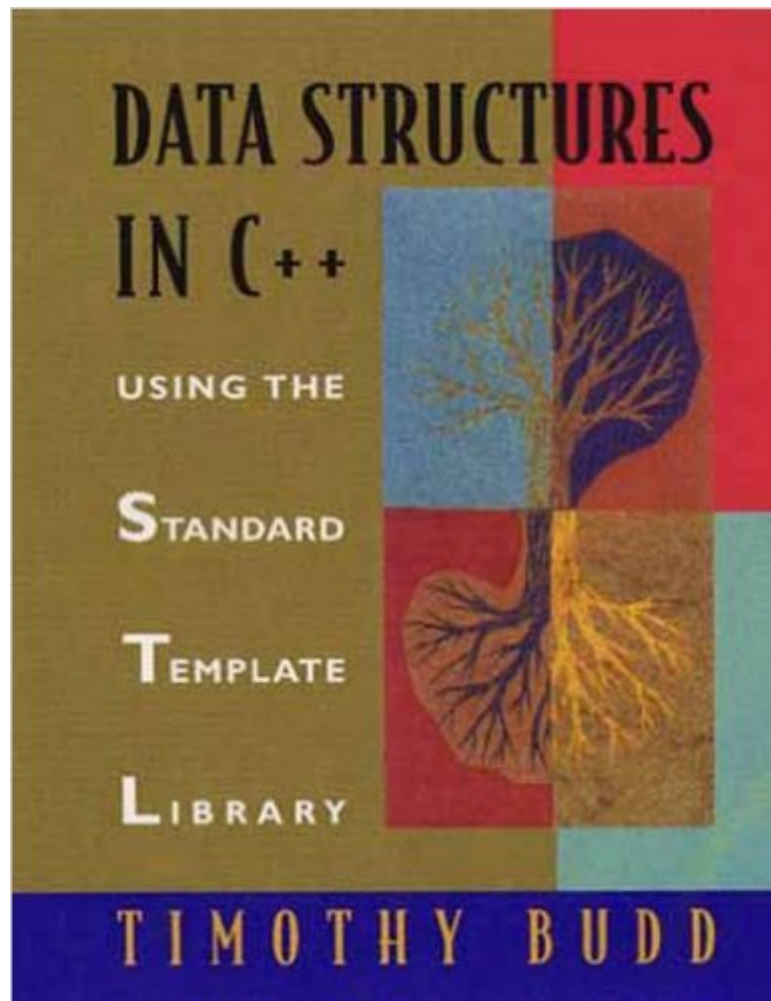The book was found

Data Structures In C++: Using The Standard Template Library (STL)

Synopsis

Timothy Budd takes an exciting new approach to teaching data structures by incorporating the power of the Standard Template Library (STL). This book represents a reversal of the traditional presentation. Before concentrating on writing programs, Dr. Budd emphasizes how to use a standard abstraction. Working with this standard library, students will master the fundamentals of data structures and learn the power of C++, allowing them to carry their knowledge to later courses and into their careers. While the major topics have remained similar to the author's earlier book, Classic Data Structures in C++, the implementations have been completely revised. Since data structures are assumed to exist in the programming environment from the start, the presence of the STL permits reordering of topics within each chapter.

Book Information

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Customer Reviews

What a pile of garbage. It's rare for me to hate something this much. It's error on top of error on top of error on top of error -- you can see the pattern. There's not a whole lot more to say about this book. The amount of errors is so overwhelming than everything else just gets overshadowed. This book is easy to read, but it gets so frustrating from the amount of errors that it just becomes painful. This was a required textbook for my class and I'm the sort of student who reads his book from cover to cover, literally. Not this book... I just couldn't do it -- it was getting too frustrating. If you're getting it for class, there's not a whole lot you can do; otherwise, don't do it... this is a horrible book.

I used this book in a Data Structures course, and it turned out to go pretty well. It covers all of the data structures in the STL (vectors, queues, strings, lists, etc.) in addition to some things not implemented (trees, hashes, etc.).The nice thing about this book is for each data structure, it broke it up into two sections. A look at how it was implemented in the STL and also a look at the interface and how to use it, along with examples. In our course, we focused on how to use it (why reinvent the wheel), but it was nice to know how it works as well.Budd also provides a nice quick sheet for each structure so when you are writing programs, you can refer to it and know immediately how to use that structure.Be forewarned, some of his code has errors. You can download fixes for some at his website (listed in the book). Not all code has fixes on his website, but you should be able to fix them yourself after reading the book.One final note, I was able to use most of the code in this book with both MS Visual C++ 5 and Borland C++ 5 with only minor modifications.

I am currently taken a Data Structures course and this is the textbook being used at the university. The book gives basic qualitative understanding of data structures. The answers to the questions and excersizes at the end of each chapter are missing . Standard Templates are given however, Microsoft Visual C++ products do no compile examples without some tweaking. This book seems to be geared to the Borland compiler. The are errors in the coding and text explainations. The authur uses the same name for functions and iterators in the examples which makes learning a little more difficult. I using another book to augment my learning.

We have used this book at our University, but it doesn't provide any answers, actually it gives more bugs than answers ! I advise NOT to buy this book, there are other books out there which are a lot better !

This book is in dire need of major revisions. The example programs (the list class especially) do not compile without the reader revising the code quite a bit. As a textbook, the start of the book is quite a good one. It is good how the author describes how you can implement data structures using the boiled-down versions of the STL classes. However, this method breaks down soon as the author moves into more complex data structures: trees, sets, etc. The book tends to spend more time dealing with explaining how you can widdle around in STL than to delve into the basis and use of the fundamental data structures. If you are looking for a good reference on how to program using the STL, look elsewhere. Much of the book deals with the author's version of the STL than the (Un-?)Standard Template Library.

If you're looking for specifics about STL, then look onto another text. However I did find that this is one of the better books that describe data structures in an informative way and also backed up with easy to understand and decently designed classes (surprisingly I have found many of the code for other data structure books to be poorly written and obtuse). Doesn't go discuss some of the more interesting data structures such as RB trees, etc. If they come up with a sequel that does, I would gladly buy it. But it does cover the basics quite well.

Provides a well thought-out and organized overview of fundamental data-structures in the STL. Most frequently used member functions are clearly described and summarized at the end of each chapter. One of the few books on the subject that strikes a balance between showing how data-structures are implemented while still providing practical information so you can use the STL in your own code.

I thought this book would tell me how to use the STL, it didn't. If you just look at the summary of the operations you can use with list there isn't a single word about what the operations returns if they give something in return

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