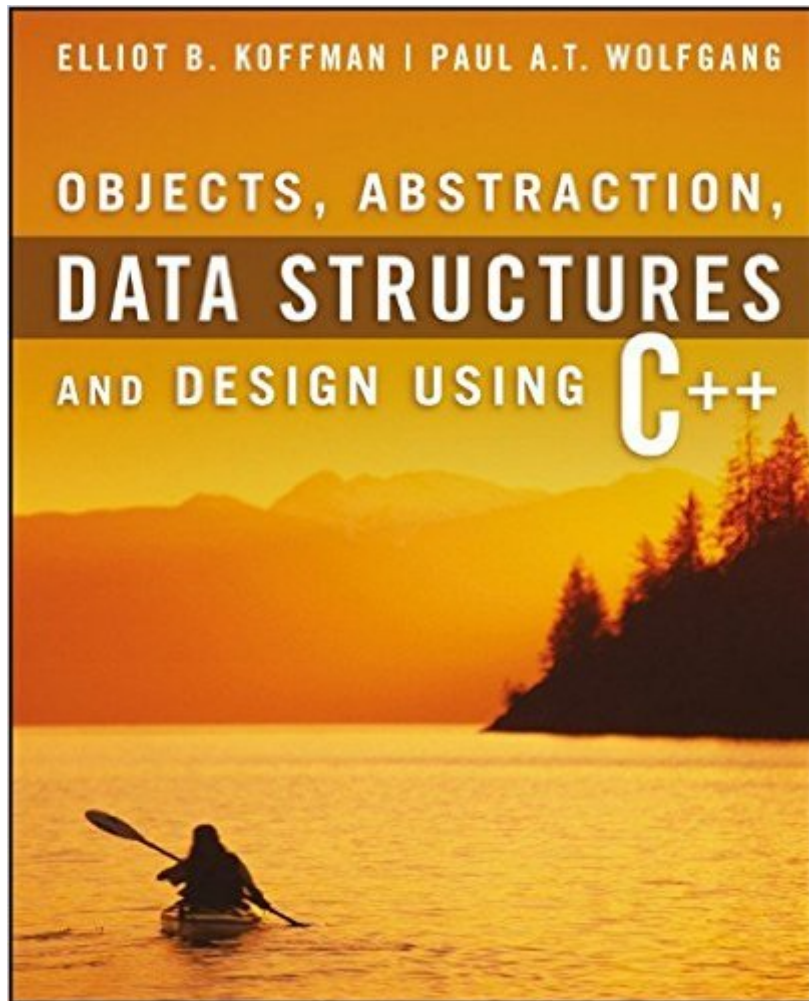# Objects, Abstraction, Data Structures And Design: Using C++

Synopsis

"It is a practical book with emphasis on real problems the programmers encounter daily." --Dr.Tim H. Lin, California State Polytechnic University, Pomona "My overall impressions of this book are excellent. This book emphasizes the three areas I want: advanced C++, data structures and the STL and is much stronger in these areas than other competing books." --Al Verbanec, Pennsylvania State University Think, Then Code When it comes to writing code, preparation is crucial to success. Before you can begin writing successful code, you need to first work through your options and analyze the expected performance of your design. That's why Elliot Koffman and Paul Wolfgang's Objects, Abstraction, Data Structures, and Design: Using C++ encourages you to Think, Then Code, to help you make good decisions in those critical first steps in the software design process. The text helps you thoroughly understand basic data structures and algorithms, as well as essential design skills and principles. Approximately 20 case studies show you how to apply those skills and principles to real-world problems. Along the way, you'll gain an understanding of why different data structures are needed, the applications they are suited for, and the advantages and disadvantages of their possible implementations. Key Features * Object-oriented approach. * Data structures are presented in the context of software design principles. * 20 case studies reinforce good programming practice. * Problem-solving methodology used throughout... "Think, then code!" * Emphasis on the C++ Standard Library. * Effective pedagogy.

Book Information

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Customer Reviews

What is it with this book? It's like they're using an unknown language to teach you another language. The only programming I've done was in an introductory C++ class (which I got an "A" in). This is not a good study source, especially if you're trying to understand the material on your own.

This book is really dense, and not very useful. It's definitely not cleanly laid out, concise, nor clear in explaining the concepts. You don't need this book to learn C++, just use google. I'm pretty sure my school set up some kind of deal with the publishers of this book to force us to purchase this thing. I got it much cheaper off , but it's still ridiculously overpriced.

I bought it for my college course, and this book made no sense. It is not very understandable, and the code examples are uninformative and often incomplete. I did most of my learning with free (and ironically much easier to understand) websites.Don't waste your money on this book. Even if your class requires it, arguably you can do without it.

I do not understand the numerous poor reviews of this book. This book contains a wonderful amount of detail about programming classical algorithms in C++. I do NOT think it is intended as a first book in C++. But there are plenty of those. At my university, after a year of introductory programming a student would take a course in data structures and algorithms. This book would be suitable for that level. And it does a very good job.

This is totally NOT for beginners !!!, im using this book for my programming fundamentas III class, but really, my last book that i used in my past c++ classes that i cant remember the name of that book right now, but if you are interested in it send me a message and i would look in my shelf of books for it. Any way as I was saying, my last book is much better than this one ! this book is not good at all, It kind of tries to teach what is says, data structures, but i ended up reading my past book. The second chapter tries to teach you about classes, throws you a Clock program that it doesn't compile and doesn't teach you about the construct and destuct functions before the classes.

This was a required book for a course in data structures. The explanations were clear, and I liked the illustrations. I seldom needed to look outside this book to complete my data structures homework.

This book was just okay. It wasn't very clear in its examples and it seemed like they just threw some

code together and called it a book.

I don't know why, but this book doesn't really explain things clearly.You would be better off either buying something cheaper (or free), or paying for the best.

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