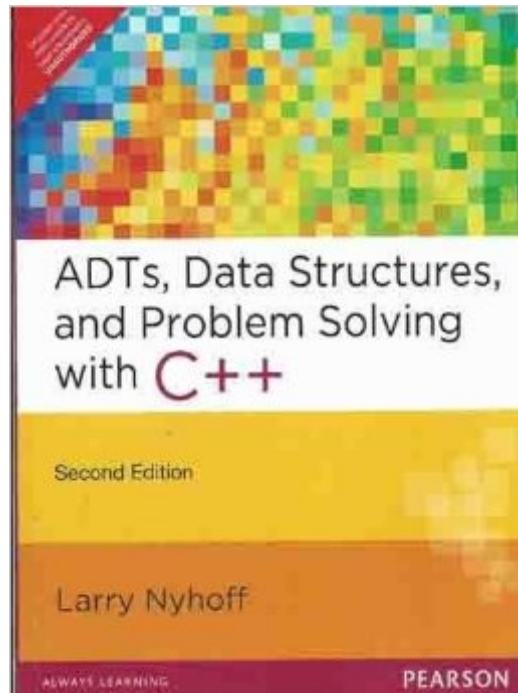


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# ADTs, Data Structures, And Problem Solving With C++



## Synopsis

\*\*\*\*\* International Edition \*\*\*\*\* International Edition \*\*\*\*\* International Edition \*\*\*\*\*

## Book Information

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## Customer Reviews

I am teaching the second programming / first data structure course in the department of electrical and computer engineering. I have used the first edition of this book several times, and as of fall of 2004 I am into the third of semester of using this second edition as a mandatory text. This book is very good for students who already know how to program in C, C++ or Java. The first C or C++ course does not have to cover introduction to OOP though. My students learn C part of C++ in the first programming course. This book covers object oriented programming part of C++, and introduces/reintroduces pointers, file IO with streams, and C++ strings (good for former Java programmers). Then it follows into data structures. It starts with its own definitions of dynamic array that grows, and a simple linked list as basic data containers. Then it focuses on organizing access to data with stack and queue, and then migrates to the standard template library (STL). Everything is kept on the undergraduate student level. All other STL books I know assume that you are already an expert in programming or at least for students after two programming courses, and are too difficult for average non-CS students. I originally rated the first edition with four-stars only because it introduced pointers very late, out of the proper sequence and added the fifth star for the unique blend of introduction to OOP C++ and data structures, and STL. However, this edition is free from this inconvenience and it also makes C++ and data structures course accessible to former Java programmers. It gets true five stars from me this time.

I actually feel that this book is a mixed bag. On one hand, the concepts are intuitively presented and are easy to understand. On the other hand, the book doesn't delve too much into technical details, which may or may not be a godsend to various students. Personally, I'd rather use the Drozdek Data Structures text, since it goes into much more detail into analysis and logic behind choosing various data structures and algorithms in order to implement an ADT. Anyway, it's still a great textbook for an introductory course in data structures. Just be sure to get another textbook on the same material down the road if you want to get a more detailed understanding of the concepts presented.

One of the worst books on Data structures you could possibly read. It's dry, it's boring, and some of the advice is bad. You are better off going through your class trying to learn from Youtube. Any institution who uses this book is doing a disservice to their employees.

Really goes into details about advanced algorithms and gives a great feel on how to approach Abstract Data Types. If you use C++, this is a great book to read to see how you can make your coding more efficient, and the beauty is, because of the way everything is detailed, you can easily port some of this code to Java, C#, and other OOL.

The coverage of C++ and data structures looks pretty good. There are lots of programming examples, and the book is written very well. I'm recommending it for our 2nd year course in data structures and C++. Our students know Java, but not C++, so it's been a challenge finding a data structures book that packages a semi-introductory version of C++ with a standard course in data structures. This book appears to be the best suited out of about 5-10 books that I've reviewed for this course.

I picked up this book as part of a sophomore level C++ Data Structures course, and since this is actually a repeat class for me based on transfer issues, I can look at this book from a "Second Look" Point of view, having used a different textbook beforehand. It's got a decent way of explaining the STL containers and general breakdown of a program, but like another reviewer said, there are compiler errors when using the example code (even when taken from the author's website). It wasn't just a single compiler/IDE either, I tried a few different alternatives to rule that out. Having said that though, by using arrays as a "build your own" STL container example is a nice touch, but after the 3rd or 4th chapter of doing it, the book feels like it's just rehearsing old topics and doesn't

spend enough time with the STL side of it. Another issue is there really is only 1 or 2 "solid" examples in each chapter, something that is lacking when compared to many other C++ Textbooks. All in all, it's an average book if you can look past the compiler errors (as they are more annoying than anything, the 'meat' is just fine). Use the internet to supplement. If you are buying this book on personal choice and not for a class however, I would look towards a different textbook.

It is good at explaining. It has a ton of examples not necessarily all coded out, you get a lot of pseudo-code and detailed enough skeleton code. It can be a little wordy but better to be detailed than too vague and frustrating.

You should read this book after you have had an understanding of Object Oriented Programming (OOP). The book is about using existing constructions and structures in such a generic way, that allows you to take advantage of them, no matter what kind of data type is being used. Easy to read and conclusive.

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