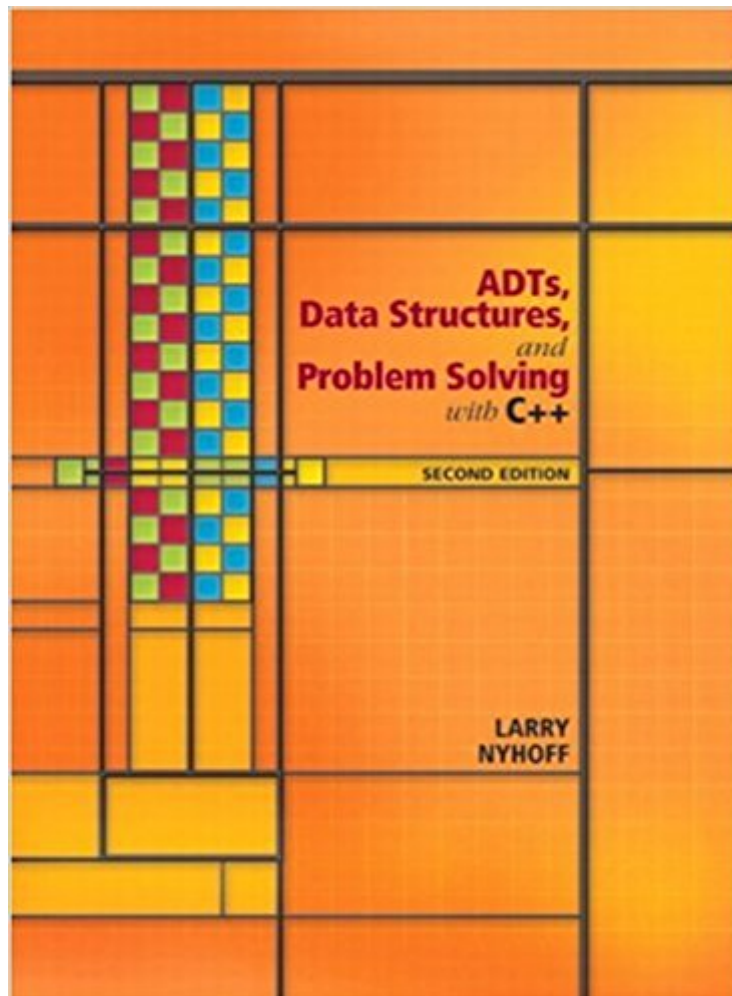




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ADTs, Data Structures, And Problem Solving With C++ (2nd Edition)



Synopsis

Reflecting the newest trends in computer science, new and revised material throughout the Second Edition of this book places increased emphasis on abstract data types (ADTs) and object-oriented design. This book continues to offer a thorough, well-organized, and up-to-date presentation of essential principles and practices in data structures using C++. Topics include C++'s I/O and string classes, pointers and dynamic allocation, lists, array-based and linked-list implementations of stacks, queues, searching, inheritance and more. For computer professionals in companies that have computing departments or those who want advanced training in C++.

Book Information

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Customer Reviews

Abstract data types (ADT's) and data structures are key elements in unlocking the power of object-oriented programming. Designed for CS2 course; this popular book thoroughly covers ADTs (Abstract Data Types), data structures, and their use in problem solving. The text guides the student through the development of ADTs such as stacks, queues, and binary trees, the use of key data structures such as arrays, classes and linked lists to implement ADTs, and problem solving using Object-Oriented Design (OOD) methodologies. Algorithms required to design and implement ADTs in C++ are given thorough treatment along with a solid introduction to the Standard Template Library (STL). C++ topics such as recursion, inheritance, and polymorphism are introduced and some C-style topics relative to data structures are also provided. Using examples, case studies and exercises from various areas of computer science, author Larry Nyhoff offers the student a solid

foundation for further studies in CS while providing concrete tools for unlocking the power of C++.

New to the Second Edition New chapters on searching and C++'s I/O and string classes

Improvements and additions to diagrams Consistent naming conventions Complete source code for ADTs Expanded treatment of selected topics on the text's website Introduces UML and uses UML-style diagrams for ADT specifications

Larry B. Nyhoff earned the B.A. in Mathematics in 1960 from Calvin College and the M.S. in 1961 from the University of Michigan. Larry continued his study of Mathematics and received the Ph.D. in 1969 from Michigan State University. He also did graduate work in computer science from 1981-83. He is in his 41st year as a professor at Calvin College and has aided in the development of the college's computer science curriculum since its inception. In addition to authoring and coauthoring nearly 30 textbooks used worldwide, Larry is a professional member of ACM and SIGCSE. He was selected to be the 2001-02 recipient of Calvin College's Presidential Exemplary Teaching Award.

great content- the bindings on these paperbacks are terrible, considering what the paperback version costs. Fell apart, with normal use, and I noticed classmates with same issue.

I received the book, the spine is almost falling down, the first page is not stuck to it. The book is in a bad condition

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.

This is a very dry textbook. It is informative for the intended subject matter, though. Online searching helped in conjunction with the book.

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.

I love this book. I have used it during several semesters to bring back my C++ knowledge. It is very up to the point and gets to the topics in a great order. So far probably the best book on C++ and algorithms.

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.

simple read taking you from the basic to the advance in matters of chapters without losing the reader. ADT made easy.

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