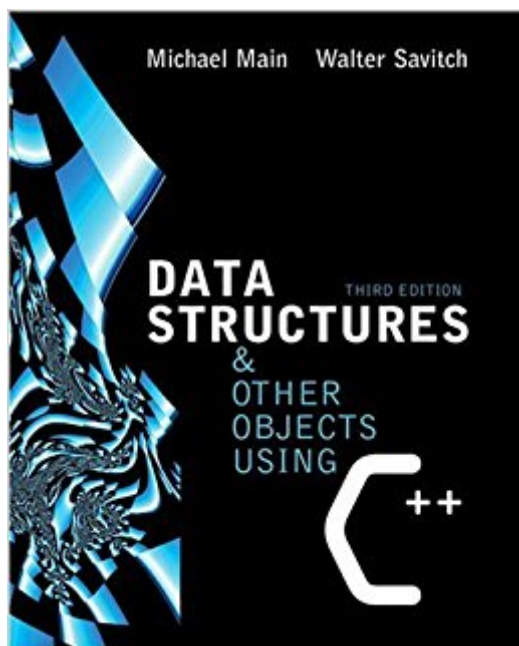


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Data Structures And Other Objects Using C++ (3rd Edition)



Synopsis

This book successfully balances the introduction of object-oriented concepts with data structures in C++. KEN TOPICS: Provides interfaces for the principal example classes, which are compliant with the ANSI/ISO C++ Standard Library classes. Thorough coverage of the role of the const keyword in the C++ Standard Library. Covers C++ features such as namespaces, static member constants, typename keyword, and inheritance. Thorough review of C++ syntax and OOP concepts, making book accessible for programmers at various levels. The book also gives readers a firm grasp of key concepts and allows programmers experienced in another language to adjust easily. A solid foundation in building and using abstract data types is also provided, along with an assortment of advanced topics such as B-trees for project building and graphs. This book is designed for novice programmers who have learned the concepts of objects and classes and want to move on to the data structures topics of recursion and data abstraction.

Book Information

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Customer Reviews

I'm not a huge fan of coding, but I needed this for a class, the book itself is well written but no matter how hard I tried I just couldn't get interested.

This is a book I purchase for a college class. If you have a very firm grasp on c++ and are looking to learn data structures you may have better luck with this book than I have. The book is very repetitive on parts that most programmers at the level where they should be learning c++ data structures

should already be very familiar with, but when it comes to the new material they are a bit vague. I do like that the example programs from the book are all online and can be accessed easily, however I have found that I have better luck learning the data structures by reading my first c++ book which was on learning c++ from "Hello World" to Binary Trees. I would not recommend this book to anyone.

Our teacher assigned this text because we all had such a good experience with Savitch's "Problem Solving with C++". This book is however quite horrible. The text goes on and on and on and on! If you only needed a page or two of concise reading to get an idea, this book will make sure that you read through eight pages of unnecessary garbage to get there. Our teacher would assign the chapters as reading, and I would try staying up to 3AM the night before trying to read the very long chapters, and it is ridiculous! Our teacher even turned on it later. The book breaks rules for good coding in its examples that our teacher had to explicitly point out (and she did take off for those errors in our own programs). I think there is only supposed to be "one entry, one exit" and no breaking out of a program, and the book has other errors too.

I see many people are not satisfied with this textbook but personally I like it. I only bought it because of my college class. Even though I dropped the class that needs this textbook, I read this one for my Data Structure class. The text is mature and I really like the review section for C++ language and features. Examples are easy to follow and the author used a fair share of diagrams to explain different data structures which is good if you are a visual learner. Generally speaking, Pearson has a lot of good textbooks and this is indeed one of them.

The professor for my class in which I used this book didn't refer to it very much. I'm pretty sure I only opened it up a few times. I don't think I can provide a very accurate review. I am sure if one were to read through it, it would explain the different data structures and their implementations in c++ very clearly though.

This book is great for programmers familiar with the C++ code. There is no need to know anything fancy to start this book, but it isn't a book you would start if your completely new to programming.

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