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KEY=DATA - MCCONNELL KRAMER

GENETIC PROGRAMMING AND DATA STRUCTURES

GENETIC PROGRAMMING + DATA STRUCTURES = AUTOMATIC PROGRAMMING!

Springer Science & Business Media **Computers that `program themselves' has long been an aim of computer scientists. Recently genetic programming (GP) has started to show its promise by automatically evolving programs. Indeed in a small number of problems GP has evolved programs whose performance is similar to or even slightly better than that of programs written by people. The main thrust of GP has been to automatically create functions. While these can be of great use they contain no memory and relatively little work has addressed automatic creation of program code including stored data. This issue is the main focus of Genetic Programming, and Data Structures: Genetic Programming + Data Structures = Automatic Programming!. This book is motivated by the observation from software engineering that data abstraction (e.g., via abstract data types) is essential in programs created by human programmers. This book shows that abstract data types can be similarly beneficial to the automatic production of programs using GP. Genetic Programming and Data Structures: Genetic Programming + Data Structures = Automatic Programming! shows how abstract data types (stacks, queues and lists) can be evolved using genetic programming, demonstrates how GP can evolve general programs which solve the nested brackets problem, recognises a Dyck context free language, and implements a simple four function calculator. In these cases, an appropriate data structure is beneficial compared to**

simple indexed memory. This book also includes a survey of GP, with a critical review of experiments with evolving memory, and reports investigations of real world electrical network maintenance scheduling problems that demonstrate that Genetic Algorithms can find low cost viable solutions to such problems. **Genetic Programming and Data Structures: Genetic Programming + Data Structures = Automatic Programming!** should be of direct interest to computer scientists doing research on genetic programming, genetic algorithms, data structures, and artificial intelligence. In addition, this book will be of interest to practitioners working in all of these areas and to those interested in automatic programming.

OBJECT-ORIENTED C++ DATA STRUCTURES FOR REAL PROGRAMMERS

Morgan Kaufmann Data structures play a key role in any serious development project, determining how the program acquires, stores, updates, and processes its in-memory data. Many of the basic techniques for constructing and governing access to data structures are well-documented, but most are structured programming techniques that do not translate well in an object-oriented environment. **Object-Oriented C++ Data Structures for Real Programmers** corrects this imbalance, teaching experienced C++ and Java developers the most effective methods for designing and implementing highly functional data structures in any type of object-oriented programming effort. The first part of the book introduces the various approaches, focusing on the purposes for which each is most suited. From there, the author examines advanced functionality that can be achieved in a number of ways, helping readers choose and apply the optimal technique. **Key Features** * Advanced coverage from an accomplished developer and programming author * Written explicitly for experienced object-oriented programmers * Helps you choose the best way to build the desired functionality, then provides the instruction you need to do it * Covers all major data structure approaches, including arrays, vectors, lists, stacks, and queues * Explains how to achieve a wide range of functionality, including data sorting, searching, hashing, dictionaries, and indexes

JAVA STRUCTURES

DATA STRUCTURES IN JAVA FOR THE PRINCIPLED PROGRAMMER

McGraw-Hill Science, Engineering & Mathematics The second edition of **Duane Bailey's Java Structures** considers the design, implementation, and use of data structures using Java 2. The structure package, a collection of nearly 100 different classes implementing a wide variety of data structures, has been the basis of Java Structures for more than five years.

Thousands of faculty, students, researchers, industrial and recreational programmers have investigated this lean and well tested approach to data structure design. In this edition, the text develops a heavily tested package that is independent of but consistent with the Collection package offered by Sun. In many cases, the variety of implementations provides the programmer choices of data structure that are not available with the Collection system. For those curricula that make use of the Collection package, the structure package can be easily integrated into existing applications. All classes are fully documented and make consistent use of pre- and post-conditioning, and include support for assertion testing. The second edition also brings a wealth of new resources, including a large number of new and original exercises and drill problems. Throughout the text, exercises appear in the running text to direct a deeper consideration of subtle issues by students. Perhaps the most innovative feature (first found in Bailey's Java Elements) is the inclusion of more than a dozen original lab exercises that focus on interesting and often classic problems of computer science. All code for the book's examples, documentation, and the STRUCTURE package is posted on the book's website at www.mhhe.com/javastructures.

ADVANCED DATA STRUCTURES

[Cambridge University Press](#) **Advanced Data Structures** presents a comprehensive look at the ideas, analysis, and implementation details of data structures as a specialized topic in applied algorithms. Data structures are how data is stored within a computer, and how one can go about searching for data within. This text examines efficient ways to search and update sets of numbers, intervals, or strings by various data structures, such as search trees, structures for sets of intervals or piece-wise constant functions, orthogonal range search structures, heaps, union-find structures, dynamization and persistence of structures, structures for strings, and hash tables. This is the first volume to show data structures as a crucial algorithmic topic, rather than relegating them as trivial material used to illustrate object-oriented programming methodology, filling a void in the ever-increasing computer science market. Numerous code examples in C and more than 500 references make **Advanced Data Structures** an indispensable text. Numerous code examples in C and more than 500 references make **Advanced Data Structures** an indispensable text.

JAVA: DATA STRUCTURES AND PROGRAMMING

[Springer Science & Business Media](#) This introduction to the Java language integrates a discussion of object-oriented programming with the design and implementation of data structures. It covers the most important topics, including

algorithm analysis; time and space complexities; Java built-in data structure classes; input and output, data, and access streams; and the persistency of data.

CODELESS DATA STRUCTURES AND ALGORITHMS

LEARN DSA WITHOUT WRITING A SINGLE LINE OF CODE

Apres In the era of self-taught developers and programmers, essential topics in the industry are frequently learned without a formal academic foundation. A solid grasp of data structures and algorithms (DSA) is imperative for anyone looking to do professional software development and engineering, but classes in the subject can be dry or spend too much time on theory and unnecessary readings. Regardless of your programming language background, Codeless Data Structures and Algorithms has you covered. In this book, author Armstrong Subero will help you learn DSAs without writing a single line of code. Straightforward explanations and diagrams give you a confident handle on the topic while ensuring you never have to open your code editor, use a compiler, or look at an integrated development environment. Subero introduces you to linear, tree, and hash data structures and gives you important insights behind the most common algorithms that you can directly apply to your own programs. Codeless Data Structures and Algorithms provides you with the knowledge about DSAs that you will need in the professional programming world, without using any complex mathematics or irrelevant information. Whether you are a new developer seeking a basic understanding of the subject or a decision-maker wanting a grasp of algorithms to apply to your projects, this book belongs on your shelf. Quite often, a new, refreshing, and unpretentious approach to a topic is all you need to get inspired. What You'll Learn Understand tree data structures without delving into unnecessary details or going into too much theory Get started learning linear data structures with a basic discussion on computer memory Study an overview of arrays, linked lists, stacks and queues Who This Book Is For This book is for beginners, self-taught developers and programmers, and anyone who wants to understand data structures and algorithms but don't want to wade through unnecessary details about quirks of a programming language or don't have time to sit and read a massive book on the subject. This book is also useful for non-technical decision-makers who are curious about how algorithms work.

DATA STRUCTURE PROGRAMMING

WITH THE STANDARD TEMPLATE LIBRARY IN C++

[Springer Science & Business Media](#) **This textbook provides an introduction to data structures and the Standard Template Library (STL), which has been recently accepted by the C++ Standards Committee. It provides a carefully integrated discussion of general data structures together with their implementation and use in the STL, thus teaching readers the important features of abstraction whilst using the STL to develop applications.**

PYTHON ALGORITHMS

MASTERING BASIC ALGORITHMS IN THE PYTHON LANGUAGE

[Apress](#) **Python Algorithms, Second Edition explains the Python approach to algorithm analysis and design. Written by Magnus Lie Hetland, author of Beginning Python, this book is sharply focused on classical algorithms, but it also gives a solid understanding of fundamental algorithmic problem-solving techniques. The book deals with some of the most important and challenging areas of programming and computer science in a highly readable manner. It covers both algorithmic theory and programming practice, demonstrating how theory is reflected in real Python programs. Well-known algorithms and data structures that are built into the Python language are explained, and the user is shown how to implement and evaluate others.**

FOUNDATIONS OF GENETIC PROGRAMMING

[Springer Science & Business Media](#) **This is one of the only books to provide a complete and coherent review of the theory of genetic programming (GP). In doing so, it provides a coherent consolidation of recent work on the theoretical foundations of GP. A concise introduction to GP and genetic algorithms (GA) is followed by a discussion of fitness landscapes and other theoretical approaches to natural and artificial evolution. Having surveyed early approaches to GP theory it presents new exact schema analysis, showing that it applies to GP as well as to the simpler GAs. New results on the potentially infinite number of possible programs are followed by two chapters applying these new techniques.**

A COMMON-SENSE GUIDE TO DATA STRUCTURES AND ALGORITHMS

LEVEL UP YOUR CORE PROGRAMMING SKILLS

[Pragmatic Bookshelf](#) " **Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for today's web and mobile apps. This book takes a practical approach to data structures and algorithms, with techniques and real-world scenarios that you can use in your daily production code. Graphics and examples make these computer science concepts understandable and relevant. You can use these techniques with any language; examples in the book are in JavaScript, Python, and Ruby. Use Big O notation, the primary tool for evaluating algorithms, to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster than the alternatives. Dig into advanced data structures such as binary trees and graphs to help scale specialized applications such as social networks and mapping software. You'll even encounter a single keyword that can give your code a turbo boost. Jay Wengrow brings to this book the key teaching practices he developed as a web development bootcamp founder and educator. Use these techniques today to make your code faster and more scalable. "**

INTRODUCTION TO ALGORITHMS

[MIT Press](#) **The first edition won the award for Best 1990 Professional and Scholarly Book in Computer Science and Data Processing by the Association of American Publishers. There are books on algorithms that are rigorous but incomplete and others that cover masses of material but lack rigor. Introduction to Algorithms combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became the standard reference for professionals and a widely used text in universities worldwide. The second edition features new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming, as well as extensive revisions to virtually every section of the book. In a subtle but important change, loop invariants are introduced early and used throughout the text to prove algorithm correctness. Without changing the mathematical and analytic focus, the authors have moved much of the**

mathematical foundations material from Part I to an appendix and have included additional motivational material at the beginning.

THE SELF-TAUGHT COMPUTER SCIENTIST

THE BEGINNER'S GUIDE TO DATA STRUCTURES & ALGORITHMS

John Wiley & Sons **The Self-Taught Computer Scientist** is Cory Althoff's follow-up to *The Self-Taught Programmer*, which inspired hundreds of thousands of professionals to learn how to program outside of school. In *The Self-Taught Programmer*, Cory showed readers why you don't need a computer science degree to program professionally and taught the programming fundamentals he used to go from a complete beginner to a software engineer at eBay without one. In *The Self-Taught Computer Scientist*, Cory teaches you the computer science concepts that all self-taught programmers should understand to have outstanding careers. *The Self-Taught Computer Scientist* will not only make you a better programmer; it will also help you pass your technical interview: the interview all programmers have to pass to land a new job. Whether you are preparing to apply for jobs or sharpen your computer science knowledge, reading *The Self-Taught Computer Scientist* will improve your programming career. It's written for complete beginners, so you should have no problem reading it even if you've never studied computer science before.

PROGRAMMING IN LUA

Roberto Ierusalimschy **Authored by Roberto Ierusalimschy**, the chief architect of the language, this volume covers all aspects of Lua 5---from the basics to its API with C---explaining how to make good use of its features and giving numerous code examples. (Computer Books)

DATA STRUCTURES AND ALGORITHMS IN JAVA

John Wiley & Sons **The design and analysis of efficient data structures** has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is

organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

INTRODUCTION TO ALGORITHMS, THIRD EDITION

MIT Press The latest edition of the essential text and professional reference, with substantial new material on such topics as vEB trees, multithreaded algorithms, dynamic programming, and edge-based flow. Some books on algorithms are rigorous but incomplete; others cover masses of material but lack rigor. Introduction to Algorithms uniquely combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became a widely used text in universities worldwide as well as the standard reference for professionals. The second edition featured new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming. The third edition has been revised and updated throughout. It includes two completely new chapters, on van Emde Boas trees and multithreaded algorithms, substantial additions to the chapter on recurrence (now called “Divide-and-Conquer”), and an appendix on matrices. It features improved treatment of dynamic programming and greedy algorithms and a new notion of edge-based flow in the material on flow networks. Many exercises and problems have been added for this edition. The international paperback edition is no longer available; the hardcover is available worldwide.

DATA STRUCTURES AND ALGORITHMS WITH PYTHON

Springer This textbook explains the concepts and techniques required to write programs that can handle large amounts of data efficiently. Project-oriented and classroom-tested, the book presents a number of important algorithms supported by examples that bring meaning to the problems faced by computer programmers. The idea of computational complexity is also introduced, demonstrating what can and cannot be computed efficiently so that the programmer can make informed judgements about the algorithms they use. Features: includes both introductory and advanced data structures and algorithms topics, with suggested chapter sequences for those respective courses

provided in the preface; provides learning goals, review questions and programming exercises in each chapter, as well as numerous illustrative examples; offers downloadable programs and supplementary files at an associated website, with instructor materials available from the author; presents a primer on Python for those from a different language background.

FUNDAMENTALS OF COMPUTER PROGRAMMING WITH C#

THE BULGARIAN C# BOOK

Faber Publishing The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132

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ALGORITHMS IN A NUTSHELL

"O'Reilly Media, Inc." **Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.**

DATA STRUCTURE PROGRAMMING

WITH THE STANDARD TEMPLATE LIBRARY IN C++

Springer Verlag Once programmers have grasped the basics of object-oriented programming and C++, the most important tool that they have at their disposal is the Standard Template Library (STL). STL is a library of re-usable and standard data structures, and has recently been accepted by the C++ Standards Committee. This is an introduction to data structures and STL It provides a carefully integrated discussion of general data structures and their implementation and use in STL.

INTRODUCTION TO JAVA PROGRAMMING AND DATA STRUCTURES

Pearson Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University. Tenth edition. Comprehensive version. 2015.

PROBLEM SOLVING WITH ALGORITHMS AND DATA STRUCTURES USING PYTHON

Franklin Beedle & Assoc THIS TEXTBOOK is about computer science. It is also about Python. However, there is much more. The study of algorithms and data structures is central to understanding what computer science is all about. Learning computer science is not unlike learning any other type of difficult subject matter. The only way to be successful is through deliberate and incremental exposure to the fundamental ideas. A beginning computer scientist needs practice so that there is a thorough understanding before continuing on to the more complex parts of the curriculum. In addition, a beginner needs to be given the opportunity to be successful and gain confidence. This textbook is designed to serve as a text for a first course on data structures and algorithms, typically taught as the second course in the computer science curriculum. Even though the second course is considered more advanced than the first course, this book assumes you are beginners at this level. You may still be struggling with some of the basic ideas and skills from a first computer science course and yet be ready to further explore the discipline and continue to practice problem solving. We cover abstract data types and data structures, writing algorithms, and solving problems. We look at a number of data structures and solve classic problems that arise. The tools and techniques that you learn here will be applied over and over as you continue your study of computer science.

PROGRAMMING AND DATA STRUCTURES(FOR ANNA UNIVERSITY)

Pearson Education India

GROKING ALGORITHMS

AN ILLUSTRATED GUIDE FOR PROGRAMMERS AND OTHER CURIOUS PEOPLE

Simon and Schuster **Summary** *Grokking Algorithms* is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in *Grokking Algorithms* on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with *Algorithms in Motion*, a practical, hands-on video course available exclusively at Manning.com (www.manning.com/livevideo/algorithms-in-motion). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. **About the Technology** An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. **About the Book** *Grokking Algorithms* is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. **What's Inside** Covers search, sort, and graph algorithms **Over 400 pictures with detailed walkthroughs** Performance trade-offs between algorithms Python-based code samples **About the Reader** This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. **About the Author** Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at adit.io. **Table of Contents** Introduction to

algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms
Dynamic programming K-nearest neighbors

DATA STRUCTURES AND PL/I PROGRAMMING

Prentice Hall **Introduction to data structures; Programming; The stack; Recursion; Queues and lists; List processing; Trees and graphs; Sorting; Searching; Storage management.**

PASCAL PLUS DATA STRUCTURES, ALGORITHMS AND ADVANCED PROGRAMMING

INTERPRETING LISP

PROGRAMMING AND DATA STRUCTURES

Apres **Learn Lisp programming in a data structures context, including tables, functions, forms, expressions, typed-pointers, I/O, garbage collection and some applications. This short primer contains a careful description of the data structures manipulated by Lisp functions. These data structures and others, notably hash tables, are also used in constructing a Lisp interpreter. Interpreting Lisp will be of special interest to those learning and using programming languages and computer architecture as well as data structures. This book will be useful to autodidacts, professional programmers, and computer enthusiasts in a wide variety of fields. What You'll Learn Use the atom table and the number table in Lisp Master expressions, typed pointers, arguments and results in typed pointers, and more Write lambda expressions in Lisp Bind actual values to formal arguments Develop games in Lisp Who This Book Is For Experienced programmers new to Lisp.**

OPEN DATA STRUCTURES

AN INTRODUCTION

Athabasca University Press **This textbook teaches introductory data structures.**

DATA STRUCTURES AND ALGORITHMS USING C#

Cambridge University Press **C# programmers: no more translating data structures from C++ or Java to use in your**

programs! Mike McMillan provides a tutorial on how to use data structures and algorithms plus the first comprehensive reference for C# implementation of data structures and algorithms found in the .NET Framework library, as well as those developed by the programmer. The approach is very practical, using timing tests rather than Big O notation to analyze the efficiency of an approach. Coverage includes arrays and array lists, linked lists, hash tables, dictionaries, trees, graphs, and sorting and searching algorithms, as well as more advanced algorithms such as probabilistic algorithms and dynamic programming. This is the perfect resource for C# professionals and students alike.

DATA STRUCTURES WITH C PROGRAMMING

Arcler Press **Data Structures with C Programming** examines various concepts related to structuring of data giving brief overview about them. It starts with explanation data structures that are utilized to store data in a computer in an organized form. It includes different types of data structure using C language. Provides the reader with insights into the data structuring and C programming to enable efficient access and modification of data.

DATA STRUCTURES FOR PROGRAMMERS

Wiley-Interscience **This book offers a contribution to the growth of understanding and appreciation of the role of data structuring and structured programming in task-oriented programming. The text is practically oriented but theoretically sound. The data structures covered are those that have immediate and practical application. Each is described in straightforward language. The goal is to apply these structures to programming, and put to use in a variety of useful and practical applications. The included algorithms and programs can be applied in databases, syntax checkers, scheduling and inventory programs, tests for isomorphism and subisomorphism, searching and sorting, infix-to-polish transformations, spelling and symbolic equation checkers, digital gate circuit analysis and more. This book is for anyone who writes programs, and is appropriate for use in a single semester data structure course.**

DATA STRUCTURES, ALGORITHMS, AND OBJECT-ORIENTED PROGRAMMING

McGraw-Hill Science, Engineering & Mathematics

A COMMON-SENSE GUIDE TO DATA STRUCTURES AND ALGORITHMS, SECOND EDITION

LEVEL UP YOUR CORE PROGRAMMING SKILLS

[Pragmatic Bookshelf](#) If you thought that data structures and algorithms were all just theory, you're missing out on what they can do for your code. Learn to use Big O Notation to make your code run faster by orders of magnitude. Choose from data structures such as hash tables, trees, and graphs to increase your code's efficiency exponentially. With simple language and clear diagrams, this book makes this complex topic accessible, no matter your background. This new edition features practice exercises in every chapter, and new chapters on topics such as dynamic programming and heaps and tries. Get the hands-on info you need to master data structures and algorithms for your day-to-day work. Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for today's web and mobile apps. Take a practical approach to data structures and algorithms, with techniques and real-world scenarios that you can use in your daily production code, with examples in JavaScript, Python, and Ruby. This new and revised second edition features new chapters on recursion, dynamic programming, and using Big O in your daily work. Use Big O notation to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster than the alternatives. Dig into advanced data structures such as binary trees and graphs to help scale specialized applications such as social networks and mapping software. You'll even encounter a single keyword that can give your code a turbo boost. Practice your new skills with exercises in every chapter, along with detailed solutions. Use these techniques today to make your code faster and more scalable.

A PRACTICAL APPROACH TO DATA STRUCTURE AND ALGORITHM WITH PROGRAMMING IN C

[Arcler Press](#) A Practical Approach to Data Structure and Algorithm with Programming in C discusses about how data structure and algorithm plays out with programming in C. This book comprises topics such as algorithm writing and array. This book sheds light on topics such as searching algorithms, searching algorithms and heap & heap sort in terms of data structure. Readers have also provided insights about basic as well as advanced level information about types of arrays, space complexity of recursive algorithm and primitive operations on array. There is also a discussion about the applications and implementation of the above-mentioned factors in this book.

PYTHON DATA STRUCTURES AND ALGORITHMS

Packt Publishing Ltd **Implement classic and functional data structures and algorithms using Python About This Book A step by step guide, which will provide you with a thorough discussion on the analysis and design of fundamental Python data structures. Get a better understanding of advanced Python concepts such as big-o notation, dynamic programming, and functional data structures. Explore illustrations to present data structures and algorithms, as well as their analysis, in a clear, visual manner. Who This Book Is For The book will appeal to Python developers. A basic knowledge of Python is expected. What You Will Learn Gain a solid understanding of Python data structures. Build sophisticated data applications. Understand the common programming patterns and algorithms used in Python data science. Write efficient robust code. In Detail Data structures allow you to organize data in a particular way efficiently. They are critical to any problem, provide a complete solution, and act like reusable code. In this book, you will learn the essential Python data structures and the most common algorithms. With this easy-to-read book, you will be able to understand the power of linked lists, double linked lists, and circular linked lists. You will be able to create complex data structures such as graphs, stacks and queues. We will explore the application of binary searches and binary search trees. You will learn the common techniques and structures used in tasks such as preprocessing, modeling, and transforming data. We will also discuss how to organize your code in a manageable, consistent, and extendable way. The book will explore in detail sorting algorithms such as bubble sort, selection sort, insertion sort, and merge sort. By the end of the book, you will learn how to build components that are easy to understand, debug, and use in different applications. Style and Approach The easy-to-read book with its fast-paced nature will improve the productivity of Python programmers and improve the performance of Python applications.**

THINK DATA STRUCTURES

ALGORITHMS AND INFORMATION RETRIEVAL IN JAVA

"O'Reilly Media, Inc." **If you're a student studying computer science or a software developer preparing for technical interviews, this practical book will help you learn and review some of the most important ideas in software engineering—data structures and algorithms—in a way that's clearer, more concise, and more engaging than other materials. By emphasizing practical knowledge and skills over theory, author Allen Downey shows you how to use data structures to implement efficient algorithms, and then analyze and measure their performance. You'll explore the**

important classes in the Java collections framework (JCF), how they're implemented, and how they're expected to perform. Each chapter presents hands-on exercises supported by test code online. Use data structures such as lists and maps, and understand how they work Build an application that reads Wikipedia pages, parses the contents, and navigates the resulting data tree Analyze code to predict how fast it will run and how much memory it will require Write classes that implement the Map interface, using a hash table and binary search tree Build a simple web search engine with a crawler, an indexer that stores web page contents, and a retriever that returns user query results Other books by Allen Downey include Think Java, Think Python, Think Stats, and Think Bayes.

STORYBOARD PROGRAMMING OF DATA STRUCTURE MANIPULATIONS

A PICTURE IS WORTH 20 LINES OF CODE

We introduce Storyboard Programming, a new programming model that harnesses the programmer's visual intuition about a problem to synthesize a correct implementation. The motivation for our technique comes from the domain of data-structure manipulations. In this domain, programmers often think in terms of abstract graphical visualizations but have a hard time translating that intuition into low-level pointer manipulating code. We aim to bridge this gap and show that it is possible to derive the low-level implementation automatically from the graphical specifications with little additional input from the programmer. The storyboard in our programming model consists of a series of scenarios which show how the data-structure evolves under different conditions. We present two novel algorithms to synthesize the code from the storyboards. The algorithms derive an abstract domain and a set of correctness conditions automatically from the storyboards. The synthesizer uses the abstract domain to perform abstraction guided combinatorial synthesis. The resulting program is guaranteed to satisfy the correctness conditions derived from the storyboard, and to conform to the high-level structure specified by the programmer. We have implemented our framework successfully on top of the SKETCH system. Our implementation is capable of synthesizing several interesting data-structure manipulations such as insertion, deletion, rotation, reversal over linked list and binary search tree data structures.

PURELY FUNCTIONAL DATA STRUCTURES

[Cambridge University Press](#) This book describes data structures and data structure design techniques for functional languages.

HANDS-ON DATA STRUCTURES AND ALGORITHMS WITH KOTLIN

LEVEL UP YOUR PROGRAMMING SKILLS BY UNDERSTANDING HOW KOTLIN'S DATA STRUCTURE WORKS

[Packt Publishing Ltd](#) **Understand and solve complex computational problems and write efficient code with Kotlin Key Features** Learn about important data structures such as lists, arrays, queues, and stacks Design custom algorithms for real-life implementations Identify suitable tools for different scenarios and deliver immediate results **Book Description** Data structures and algorithms are more than just theoretical concepts. They help you become familiar with computational methods for solving problems and writing logical code. Equipped with this knowledge, you can write efficient programs that run faster and use less memory. Hands-On Data Structures and Algorithms with Kotlin book starts with the basics of algorithms and data structures, helping you get to grips with the fundamentals and measure complexity. You'll then move on to exploring the basics of functional programming while getting used to thinking recursively. Packed with plenty of examples along the way, this book will help you grasp each concept easily. In addition to this, you'll get a clear understanding of how the data structures in Kotlin's collection framework work internally. By the end of this book, you will be able to apply the theory of data structures and algorithms to work out real-world problems. What you will learn **Understand the basic principles of algorithms and data structures Explore general-purpose data structures with arrays and linked lists Get to grips with the basics of stacks, queues, and double-ended queues Understand functional programming and related data structures Use performant searching and efficient sorting Uncover how Kotlin's collection framework functions Become adept at implementing different types of maps Who this book is for** If you're a Kotlin developer who wants to learn the intricacies of implementing data structures and algorithms for scalable application development, this book is for you.

DATA STRUCTURES AND ALGORITHMS IN PYTHON

[John Wiley & Sons](#) **Based on the authors' market leading data structures books in Java and C++, this book offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. Data Structures and Algorithms in Python is the first authoritative object-oriented book available for Python data structures. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as Data Structures and Algorithms in Java and Data Structures and Algorithms in C++. Begins by discussing Python's conceptually simple syntax, which allows for a**

greater focus on concepts. Employs a consistent object-oriented viewpoint throughout the text. Presents each data structure using ADTs and their respective implementations and introduces important design patterns as a means to organize those implementations into classes, methods, and objects. Provides a thorough discussion on the analysis and design of fundamental data structures. Includes many helpful Python code examples, with source code provided on the website. Uses illustrations to present data structures and algorithms, as well as their analysis, in a clear, visual manner. Provides hundreds of exercises that promote creativity, help readers learn how to think like programmers, and reinforce important concepts. Contains many Python-code and pseudo-code fragments, and hundreds of exercises, which are divided into roughly 40% reinforcement exercises, 40% creativity exercises, and 20% programming projects.

GETTING STARTED WITH PYTHON

UNDERSTAND KEY DATA STRUCTURES AND USE PYTHON IN OBJECT-ORIENTED PROGRAMMING

Packt Publishing Ltd Harness the power of Python objects and data structures to implement algorithms for analyzing your data and efficiently extracting information Key Features Turn your designs into working software by learning the Python syntax Write robust code with a solid understanding of Python data structures Understand when to use the functional or the OOP approach Book Description This Learning Path helps you get comfortable with the world of Python. It starts with a thorough and practical introduction to Python. You'll quickly start writing programs, building websites, and working with data by harnessing Python's renowned data science libraries. With the power of linked lists, binary searches, and sorting algorithms, you'll easily create complex data structures, such as graphs, stacks, and queues. After understanding cooperative inheritance, you'll expertly raise, handle, and manipulate exceptions. You will effortlessly integrate the object-oriented and not-so-object-oriented aspects of Python, and create maintainable applications using higher level design patterns. Once you've covered core topics, you'll understand the joy of unit testing and just how easy it is to create unit tests. By the end of this Learning Path, you will have built components that are easy to understand, debug, and can be used across different applications. This Learning Path includes content from the following Packt products: Learn Python Programming - Second Edition by Fabrizio Romano Python Data Structures and Algorithms by Benjamin Baka Python 3 Object-Oriented Programming by Dusty Phillips What you will learn Use data structures and control flow to write code Use functions to bundle together a sequence of instructions Implement objects in Python by creating classes and defining methods Design public interfaces using abstraction, encapsulation and information hiding Raise, define, and manipulate exceptions using special error

objects Create bulletproof and reliable software by writing unit tests
Learn the common programming patterns and algorithms used in Python
Who this book is for If you are relatively new to coding and want to write scripts or programs to accomplish tasks using Python, or if you are an object-oriented programmer for other languages and seeking a leg up in the world of Python, then this Learning Path is for you. Though not essential, it will help you to have basic knowledge of programming and OOP.