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**Data Structures Using C and C++** An introduction to the fundamentals of data structures, this book explores abstract concepts and considers how those concepts are useful in problem solving. It explains how the abstractions can be made concrete by using a programming language, and shows how to use to C language for advance programming and how to develop the advanced features of C++. It features a wealth of tested and debugged working programs in C and C++. This text is designed for courses in data structures and programming. **Data Structures Using C** A guide to building efficient C data structures. **Data Structures Using Java** Pearson Education India **Data Structures Using C & C++** **Data Structures Using Java** Course Technology Ptr Finally, a CS2 Java book that your students will love! Dr. Malik's definitive Java text for CS2 students is easy-to-read and student-friendly, yet tackles the important concepts and topics for your CS2 course. **Data Structures Using C** Pearson Education India **Data Structures Using C** brings together a first course on data structures and the complete programming techniques, enabling students and professionals implement abstract structures and structure their ideas to suit different needs. This book elaborates the standard data structures using C as the basic programming tool. It is designed for a one semester course on Data Structures. **Data Structures Using C++** Cengage Learning Now in its second edition, D.S. Malik brings his proven approach to C++ programming to the CS2 course. Clearly written with the student in mind, this text focuses on Data Structures and includes advanced topics in C++ such as Linked Lists and the Standard Template Library (STL). The text features abundant visual diagrams, examples, and extended Programming Examples, all of which serve to illuminate difficult concepts. Complete programming code and clear display of syntax, explanation, and example are used throughout the text, and each chapter concludes with a robust exercise set. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. **DATA STRUCTURES IN C++** PHI Learning Pvt. Ltd. This compact and comprehensive book provides an introduction to data structures from an object-oriented perspective using the powerful language C++ as the programming vehicle. It is designed as an ideal text for the students before they start designing algorithms in C++. The book begins with an overview of C++, then it goes on to analyze the basic concepts of data structures, and finally focusses the reader's attention on abstract data structures. In so doing, the text uses simple examples to explain the meaning of each data type. Throughout, an attempt has been made to enable students to progress gradually from simple object-oriented abstract data structures to more advanced data structures. A large number of worked examples and the end-of-chapter exercises help the students reinforce the knowledge gained. Intended as a one-semester course for undergraduate students in computer science and for those who offer this course in engineering and management, the book should also prove highly useful to those IT professionals who have a keen interest in the subject. **Programming And Data Structures(For Anna University)** Pearson Education India **Data Structures Using C And C++,2/e** **Data Structures Using Pascal** Prentice Hall This exploration of structured design and programming techniques blends theory with applications. **Data Structures and Algorithms in Java** Sams Publishing **Data Structures and Algorithms in Java, Second Edition** is designed to be easy to read and understand although the topic itself is complicated. Algorithms are the procedures that software programs use to manipulate data structures. Besides clear and simple example programs, the author includes a workshop as a small demonstration program executable on a Web browser. The programs demonstrate in graphical form what data structures look like and how they operate. In the second edition, the program is rewritten to improve operation and clarify the algorithms, the example programs are revised to work with the latest version of the Java JDK, and questions and exercises will be added at the end of each chapter making the book even more useful. **Educational Supplement** Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at [www.prenhall.com](http://www.prenhall.com), in the Instructor Resource Center. **Data Structure, Algorithms and Design Techniques** Jitendra **Data Structures and Algorithm Analysis in C+** In this second edition of his successful book, experienced teacher and author Mark Allen Weiss continues to refine and enhance his innovative approach to algorithms and data structures. Written for the advanced data structures course, this text highlights theoretical topics such as abstract data types and the efficiency of algorithms, as well as performance and running time. Before covering algorithms and data structures, the author provides a brief introduction to C++ for programmers unfamiliar with the language. Dr Weiss's clear writing style, logical organization



exercises for verbal and numerical aptitude to guide students from practice and examination point of view • Prodigious objective-type questions based on the past years' GATE examination questions with answer keys and in-depth explanation are available at [https://www.phindia.com/GATE\\_AND\\_PGECET](https://www.phindia.com/GATE_AND_PGECET) • Every solution lasts with a reference, thus providing a scope for further study The book, which will prove to be an epitome of learning the concepts of CS and IT for GATE/PGECET examination, is purely intended for the aspirants of GATE and PGECET examinations. It should also be of considerable utility and worth to the aspirants of UGC-NET as well as to those who wish to pursue career in public sector units like ONGC, NTPC, ISRO, BHEL, BARC, DRDO, DVC, Power-grid, IOCL and many more. In addition, the book is also of immense use for the placement coordinators of GATE/PGECET. TARGET AUDIENCE • GATE/PGECET Examination • UGC-NET Examination • Examinations conducted by PSUs like ONGC, NTPC, ISRO, BHEL, BARC, DRDO, DVC, Power-grid, IOCL and many more Introduction to Computer Science An Algorithmic Approach Computer Science Distilled Learn the Art of Solving Computational Problems A foolproof walkthrough of must-know computer science concepts. A fast guide for those who don't need the academic formality, it goes straight to what differentiates pros from amateurs. First introducing discrete mathematics, then exposing the most common algorithm and data structure design elements, and finally the working principles of computers and programming languages, the book is indicated to all programmers. Data Structures and Algorithm Analysis in C++, Third Edition Courier Corporation Comprehensive treatment focuses on creation of efficient data structures and algorithms and selection or design of data structure best suited to specific problems. This edition uses C++ as the programming language. Data Structures Through C In Depth This book is written in very simple manner and is very easy to understand. It describes the theory with examples step by step. It contains the description of writing these steps in programs in very easy and understandable manner. The book gives full understanding of each theoretical topic and easy implementation in programming. This book will help the students in Self-Learning of Data structures and in understanding how these concepts are implemented in programs. This book is useful for any level of students. It covers the syllabus of B.E. ,B.Tech, DOEACC Society, IGNOU. Think Java How to Think Like a Computer Scientist "O'Reilly Media, Inc." Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards Persistent Object Systems Proceedings of the Sixth International Workshop on Persistent Object Systems, Tarascon, Provence, France, 5-9 September 1994 Springer Science & Business Media The Sixth International Workshop on Persistent Object Systems was held at Les Mazets des Roches near Tarascon, Provence in southern France from the fifth to the ninth of September 1994. The attractive context and autumn warmth greeted the 53 participants from 12 countries spread over five continents. Persistent object systems continue to grow in importance. Almost all significant uses of computers to support human endeavours depend on long-lived and large-scale systems. As expectations and ambitions rise so the sophistication of the systems we attempt to build also rises. The quality and integrity of the systems and their feasibility for supporting large groups of co-operating people depends on their technical foundation. Persistent object systems are being developed which provide a more robust and yet simpler foundation for these persistent applications. The workshop followed the tradition of the previous workshops in the series, focusing on the design, implementation and use of persistent object systems in particular and persistent systems in general. There were clear signs that this line of research is maturing, as engineering issues were discussed with the aid of evidence from operational systems. The work presented covered the complete range of database facilities: transactions, concurrency, distribution, integrity and schema modification. There were examples of very large scale use, one involving tens of terabytes of data. Language issues, particularly the provision of reflection, continued to be important. TECHNICAL APTITUDE FOR INTERVIEWS Computer Science and IT PHI Learning Pvt. Ltd. Latest advancements, attractive remuneration packages, and liberal work-stations are some of the features which are captivating students towards the ever-booming IT sector. Because of its popularity and demand, the competition to get into the sector has become equally tougher for the students (new entrants). Keeping this aspect in view, the book is designed as a perfect guide for the students who want to get into the field of IT. Serving a self-help book for the graduates and students appearing for their placement tests and interviews in the final year, this book helps the students to brush-up the basic concepts of computer science and IT. It also focuses on grooming skills (like what to do and what not to do on the Interview day), writing resume, and how to answer HR questions. Testimonials by the industry experts are incorporated to get students acquainted with the company processes and work culture. Key features • Contains over 1200 MCQs for practice. • Questions are taken from the interviews/tests conducted by top IT companies of India and abroad like CSC, IBM, Infosys, Dell, HCL, Wipro, Virtusa, Aon Hewitt, Convergys, and so on • Answers to the MCQs are provided with their detailed explanations • All IT processes are covered in detail Data Structures for Personal Computers Prentice Hall Introduction to data structures. Programming in Basic. The stack. Queues and lists. Recursion. Trees. Graphs and their applications. Sorting. Searching. Programming Challenges The Programming Contest Training Manual Springer Science & Business Media There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the

hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available. Schaum's Outline of Theory and Problems of Data Structures McGraw-Hill Companies An introduction to data organization includes discussions of algorithms, arrays, string processing, linked lists, and binary trees Classic Data Structures in Java Addison Wesley With this book, Tim Budd looks at data structures by providing a solid foundation on the ADT, and uses the graphical elements found in Java when possible. The beginning chapters provide the foundation on which everything else will be built. These chapters define the essential concept of the abstract data type (ADT), and describe the tools used in the evaluation and analysis of data structures. The book moves on to provide a detailed description of the two most important fundamental data abstractions, the vector and the linked list, providing an explanation of some of the more common variations on these fundamental ideas. Next, the material considers data structures applicable to problems in which the order that values are added to a collection is important, followed by a consideration of the various different ways in which binary trees are used in the creation of data structures. The last few chapters consider a sequence of more advanced data structures. Most are constructed as adaptors built on top of earlier abstractions. Hash tables are introduced first as a technique for implementing simple collections, and later as a tool for developing efficient maps. Lastly, the graph data type is considered. Here there are several alternative data structures presentations in common use, and the emphasis in this chapter is more on the development and analysis of useful algorithms than on any particular data structure. Database Systems A Pragmatic Approach Apress Learn the concepts, principles, design, implementation, and management issues of databases. You will adopt a methodical and pragmatic approach to solving database systems problems. Database Systems: A Pragmatic Approach provides a comprehensive, yet concise introduction to database systems, with special emphasis on the relational database model. This book discusses the database as an essential component of a software system, as well as a valuable, mission-critical corporate resource. New in this second edition is updated SQL content covering the latest release of the Oracle Database Management System along with a reorganized sequence of the topics which is more useful for learning. Also included are revised and additional illustrations, as well as a new chapter on using relational databases to anchor large, complex management support systems. There is also added reference content in the appendixes. This book is based on lecture notes that have been tested and proven over several years, with outstanding results. It combines a balance of theory with practice, to give you your best chance at success. Each chapter is organized systematically into brief sections, with itemization of the important points to be remembered. Additionally, the book includes a number of author Elvis Foster's original methodologies that add clarity and creativity to the database modeling and design experience. What You'll Learn Understand the relational model and the advantages it brings to software systems Design database schemas with integrity rules that ensure correctness of corporate data Query data using SQL in order to generate reports, charts, graphs, and other business results Understand what it means to be a database administrator, and why the profession is highly paid Build and manage web-accessible databases in support of applications delivered via a browser Become familiar with the common database brands, their similarities and differences Explore special topics such as tree-based data, hashing for fast access, distributed and object databases, and more Who This Book Is For Students who are studying database technology, who aspire to a career as a database administrator or designer, and practicing database administrators and developers desiring to strengthen their knowledge of database theory Problem Solving with C Addison-Wesley This book introduces beginning programming concepts using the C language. Each chapter introduces a problem to solve, and then covers the C language constructs necessary to solve the problem. This book is for programmers who are beginners in the C language. Data Structures Theory and Practice Academic Press Computer Science and Applied Mathematics: Data Structures: Theory and Practice focuses on the processes, methodologies, principles, and approaches involved in data structures, including algorithms, decision trees, Boolean functions, lattices, and matrices. The book first offers information on set theory, functions, and relations, and graph theory. Discussions focus on linear formulas of digraphs, isomorphism of digraphs, basic definitions in the theory of digraphs, Boolean functions and forms, lattices, indexed sets, algebra of sets, and order pair and related concepts. The text then examines strings, trees, and paths and cycles in digraphs. Topics include algebra of strings, Markov algorithms, algebraic structures, languages and grammars, decision trees and decision tables, trees as grammatic markers, shortest path problems, and representation of prefix formulas. The publication ponders on digraphs of programs, arrays, pushdown stores, lists, and list structures, and organization of files. Concerns include scatter storage techniques, files and secondary storage, representation of digraphs as list structures, storage of arrays, and sparse matrices. The text is a valuable reference for computer science experts, mathematicians, and researchers interested in data structures.