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Object-Oriented Data Structures Using Java *Jones & Bartlett Publishers*

Object-Oriented Data Structures Using Java, Fourth Edition presents traditional data structures and object-oriented topics with an emphasis on problem-solving, theory, and software engineering principles.

Object-Oriented Data Structures Using Java *Jones & Bartlett Publishers*

Data Structures & Theory of Computation

C++

Object-Oriented Data Structures *Springer*

This book provides a broad coverage of fundamental and advanced concepts of data structures and algorithms. The material presented includes a treatment of elementary data structures such as arrays, lists, stacks, and trees, as well as newer structures that have emerged to support the processing of multidimensional or spatial data files. These newer structures and algorithms have received increasing attention in recent years in

conjunction with the rapid growth in computer-aided design, computer graphics, and related fields in which multidimensional data structures are of great interest. Our main objective is to mesh the underlying concepts with application examples that are of practical use and are timely in their implementations. To this end, we have used mainly the Abstract Data Structure (or Abstract Data Type (ADT)) approach to define structures for data and operations. Object-oriented programming (OOP) methodologies are employed to implement these ADT concepts. In OOP, data and operations for an ADT are combined into a single entity (object). ADTs are used to specify the objects—arrays, stacks, queues, trees, and graphs. OOP allows the programmer to more closely mimic the real-world applications. This OOP is more structured and modular than previous attempts. OOP has become de facto state-of-the-art in the 1990s.

Object-Oriented Data Structures Using Java, 4th Edition

Object-Oriented Data Structures Using Java, Fourth Edition presents traditional data structures and object-oriented topics with an emphasis on problem-solving, theory, and software engineering principles.

Object-Orientation, Abstraction, and Data Structures Using Scala *CRC Press*

Praise for the first edition: "The well-written, comprehensive book...[is] aiming to become a de facto reference for the language and its features and capabilities. The pace is appropriate for beginners; programming concepts are introduced progressively through a range of examples and then used as

tools for building applications in various domains, including sophisticated data structures and algorithms...Highly recommended. Students of all levels, faculty, and professionals/practitioners. —D. Papamichail, University of Miami in CHOICE Magazine Mark Lewis' Introduction to the Art of Programming Using Scala was the first textbook to use Scala for introductory CS courses. Fully revised and expanded, the new edition of this popular text has been divided into two books. Object-Orientation, Abstraction, and Data Structures Using Scala, Second Edition is intended to be used as a textbook for a second or third semester course in Computer Science. The Scala programming language provides powerful constructs for expressing both object orientation and abstraction. This book provides students with these tools of object orientation to help them structure solutions to larger, more complex problems, and to expand on their knowledge of abstraction so that they can make their code more powerful and flexible. The book also illustrates key concepts through the creation of data structures, showing how data structures can be written, and the strengths and weaknesses of each one. Libraries that provide the functionality needed to do real programming are also explored in the text, including GUIs, multithreading, and networking. The book is filled with end-of-chapter projects and exercises, and the authors have also posted a number of different supplements on the book website. Video lectures for each chapter in the book are also available on YouTube. The videos show construction of code from the ground up and this type of "live coding" is invaluable for learning to program, as it allows students into the mind of a more experienced programmer, where they can see the thought

processes associated with the development of the code. About the Authors Mark Lewis is an Associate Professor at Trinity University. He teaches a number of different courses, spanning from first semester introductory courses to advanced seminars. His research interests included simulations and modeling, programming languages, and numerical modeling of rings around planets with nearby moons. Lisa Lacher is an Assistant Professor at the University of Houston, Clear Lake with over 25 years of professional software development experience. She teaches a number of different courses spanning from first semester introductory courses to graduate level courses. Her research interests include Computer Science Education, Agile Software Development, Human Computer Interaction and Usability Engineering, as well as Measurement and Empirical Software Engineering.

Object Oriented Data Structures

Using C++

Data Structures, Algorithms, and Object-oriented Programming *McGraw-Hill Science, Engineering & Mathematics*

ADA Plus Data Structures

An Object-oriented Approach *Jones & Bartlett Learning*
Data Structures & Theory of Computation

Data Structures Using Java *Jones & Bartlett Publishers*

Data Structures & Theory of Computation

Data Structures and Algorithms

An Object-Oriented Approach Using Ada 95 *Springer Science & Business Media*

This textbook provides an in depth course on data structures in the context of object oriented development. Its main themes are abstraction, implementation, encapsulation, and measurement: that is, that the software process begins with abstraction of data types, which then lead to alternate representations and encapsulation, and finally to resource measurement. A clear object oriented approach, making use of Booch components, will provide readers with a useful library of data structure components and experience in software reuse. Students using this book are expected to have a reasonable understanding of the basic logical structures such as stacks and queues. Throughout, Ada 95 is used and the author takes full advantage of Ada's encapsulation features and the ability to present specifications without implementational details. Ada code is supported by two suites available over the World Wide Web.

DATA STRUCTURES AND ALGORITHMS WITH OBJECT-ORIENTED DESIGN PATTERNS IN C++ *John Wiley & Sons*

About The Book: Bruno Preiss presents readers with a modern, object-oriented perspective for looking at data structures and algorithms, clearly showing how to use polymorphism and inheritance, and including fragments from working and tested programs. The book uses a single class hierarchy as a framework

to present all of the data structures. This framework clearly shows the relationships between data structures and illustrates how polymorphism and inheritance can be used effectively.

Fundamentals of OOP and Data Structures in Java

Cambridge University Press

A book for an undergraduate course on data structures which integrates the concepts of object-oriented programming and GUI programming.

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.

Index Data Structures in Object-Oriented Databases

Springer Science & Business Media

Object-oriented database management systems (OODBMS) are

used to implement and maintain large object databases on persistent storage. Regardless whether the underlying database model follows the object-oriented, the relational or the object-relational paradigm, a key feature of any DBMS product is content based access to data sets. On the one hand this feature provides user-friendly query interfaces based on predicates to describe the desired data. On the other hand it poses challenging questions regarding DBMS design and implementation as well as the application development process on top of the DBMS. The reason for the latter is that the actual query performance depends on a technically meaningful use of access support mechanisms. In particular, if chosen and applied properly, such a mechanism speeds up the execution of predicate based queries. In the object-oriented world, such queries may involve arbitrarily complex terms referring to inheritance hierarchies and aggregation paths. These features are attractive at the application level, however, they increase the complexity of appropriate access support mechanisms which are known to be technically non-trivial in the relational world.

Object Oriented Data Structures Using Java

Data Structures and Object Oriented Programming with C++ (For Anna University) *Vikas Publishing House*

Data Structures and Object-Oriented Programming with C++ has been specifically designed and written to meet the requirements of the engineering students. This is a core subject in the curriculum of all Computer Science programs. The aim of this book is to help the students develop programming and analytical

skills simultaneously such that they are able to design programs with maximum efficiency. C language has been used in the book to permit the execution of basic data structures in a variety of ways. This book also provides an in-depth coverage of object-oriented concepts, such as encapsulation, abstraction, inheritance, polymorphism, message passing and dynamic binding, templates, exception handling, streams and standard template library (STL) in C++.

The Object of Data Abstraction and Structures Using Java *Addison-Wesley*

The Object of Data Abstraction and Structures Using Java is the perfect book for your data structures course. It presents traditional data structures topics with a distinct object-oriented flavor that offers students useful approaches for data structure design and implementation.

Objects, Abstraction, Data Structures and Design

Using C++ *John Wiley & Sons*

"It is a practical book with emphasis on real problems the programmers encounter daily." --Dr. Tim H. Lin, California State Polytechnic University, Pomona "My overall impressions of this book are excellent. This book emphasizes the three areas I want: advanced C++, data structures and the STL and is much stronger in these areas than other competing books." --Al Verbanec, Pennsylvania State University Think, Then Code When it comes to writing code, preparation is crucial to success. Before you can begin writing successful code, you need to first work through

your options and analyze the expected performance of your design. That's why Elliot Koffman and Paul Wolfgang's *Objects, Abstraction, Data Structures, and Design: Using C++* encourages you to Think, Then Code, to help you make good decisions in those critical first steps in the software design process. The text helps you thoroughly understand basic data structures and algorithms, as well as essential design skills and principles. Approximately 20 case studies show you how to apply those skills and principles to real-world problems. Along the way, you'll gain an understanding of why different data structures are needed, the applications they are suited for, and the advantages and disadvantages of their possible implementations. Key Features * Object-oriented approach. * Data structures are presented in the context of software design principles. * 20 case studies reinforce good programming practice. * Problem-solving methodology used throughout... "Think, then code!" * Emphasis on the C++ Standard Library. * Effective pedagogy.

Data Structures and Other Objects Using Java *Prentice Hall*

Data Structures and Other Objects Using Java is a gradual, "just-in-time" introduction to Data Structures for a CS2 course. Each chapter provides a review of the key aspects of object-oriented programming and a syntax review, giving students the foundation for understanding significant programming concepts. With this framework they are able to accomplish writing functional data structures by using a five-step method for working with data types; understanding the data type abstractly, writing a specification, using the data type, designing and implementing the data type, and analyzing the implementation.

Students learn to think analytically about the efficiency and efficacy of design while gaining exposure to useful Java classes libraries.

Data Structures and Algorithms in C++ *John Wiley & Sons*

An updated, innovative approach to data structures and algorithms Written by an author team of experts in their fields, this authoritative guide demystifies even the most difficult mathematical concepts so that you can gain a clear understanding of data structures and algorithms in C++. The unparalleled author team incorporates the object-oriented design paradigm using C++ as the implementation language, while also providing intuition and analysis of fundamental algorithms. Offers a unique multimedia format for learning the fundamentals of data structures and algorithms Allows you to visualize key analytic concepts, learn about the most recent insights in the field, and do data structure design Provides clear approaches for developing programs Features a clear, easy-to-understand writing style that breaks down even the most difficult mathematical concepts Building on the success of the first edition, this new version offers you an innovative approach to fundamental data structures and algorithms.

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.

Object-oriented Data Structures Using Java *Jones & Bartlett Learning*

Data Structures & Theory of Computation

Data Structures and Algorithms in Python *Wiley Global Education*

Based on the authors' market leading data structures books in Java and C++, this textbook 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 the Python data structures course. 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++.

Data Structures and Algorithms in Java

This new book provides a concise and engaging introduction to Java and object-oriented programming with an abundance of original examples, use of Unified Modeling Language throughout, and coverage of the new Java 1.5. Addressing critical concepts up front, the book's five-part structure covers object-oriented programming, linear structures, algorithms, trees and collections, and advanced topics. KEY FEATURES: "Data Structures and Algorithms in Java" takes a practical approach to real-world programming and introduces readers to the process of crafting programs by working through the development of projects, often providing multiple versions of the code and consideration for alternate designs. The book features the extensive use of games as examples; a gradual development of classes analogous to the Java Collections Framework; complete, working code in the book and online; and strong pedagogy including extended examples in most chapters along with exercises, problems and projects. For readers and professionals with a familiarity with the basic control structures of Java or C and a precalculus level of mathematics who want to expand their knowledge to Java data structures and algorithms. Ideal for a second undergraduate course in computer

science.

C++ Plus Data Structures *Jones & Bartlett Learning*
Computer Science

Data Structures Using Java *Pearson Education India*

Data Structures

Abstraction and Design Using Java

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

Object-Oriented Data Structures Using Java, 3rd Edition

Continuing the success of the popular second edition, the updated and revised Object-Oriented Data Structures Using Java, Third Edition is sure to be an essential resource for students learning data structures using the Java programming language. It presents traditional data structures and object-oriented topics with an emphasis on problem-solving, theory, and software engineering principles. Beginning early and continuing throughout the text, the authors introduce and expand upon the use of many Java features including packages, interfaces, abstract classes, inheritance, and exceptions. Numerous case studies provide readers with real-world examples and demonstrate possible solutions to interesting problems. The authors' lucid writing style guides readers through the rigor of standard data structures and presents essential concepts from logical, applications, and implementation levels. Key concepts throughout the Third Edition have been clarified to increase student comprehension and retention, and end-of-chapter exercises have been updated and modified. New and Key Features to the Third Edition: -Includes the use of generics throughout the text, providing the dual benefits of allowing for a

type safe use of data structures plus exposing students to modern approaches. -This text is among the first data structures textbooks to address the topic of concurrency and synchronization, which are growing in the importance as computer systems move to using more cores and threads to obtain additional performance with each new generation. Concurrency and synchronization are introduced in the new Section 5.7, where it begins with the basics of Java threads. -Provides numerous case studies and examples of the problem solving process. Each case study includes problem description, an analysis of the problem input and required output, and a discussion of the appropriate data structures to use. -Expanded chapter exercises allow you as the instructor to reinforce topics for your students using both theoretical and practical questions. -Chapters conclude with a chapter summary that highlights the most important topics of the chapter and ties together related topics. Instructor Resources: - Answers to the exercises in the text -Glossary of terms - PowerPoint Lecture Outlines -Test bank

Data-Oriented Programming

Unlearning objects *Manning Publications*

Eliminate the unavoidable complexity of object-oriented designs. Using the persistent data structures built into most modern programming languages, Data-oriented programming cleanly separates code and data, which simplifies state management and eases concurrency. Data-Oriented Programming teaches you to design and implement software using the data-oriented programming paradigm. In it, you'll learn author Yehonathan

Sharvit's unique approach to DOP that he has developed over a decade of experience. Every chapter contains a new light bulb moment that will change the way you think about programming. As you read, you'll build a library management system using the DOP paradigm. You'll design data models for business entities, manipulate immutable data collections, and write unit tests for data-oriented systems. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Java Methods, Second AP Edition

Object-Oriented Programming and Data Structures *Skylight Pub*

C++ Plus Data Structures *Jones & Bartlett Learning*
Data Structures & Theory of Computation

Data Structures and Algorithms with JavaScript

Bringing classic computing approaches to the Web *"O'Reilly Media, Inc."*

As an experienced JavaScript developer moving to server-side programming, you need to implement classic data structures and algorithms associated with conventional object-oriented languages like C# and Java. This practical guide shows you how to work hands-on with a variety of storage mechanisms—including linked lists, stacks, queues, and graphs—within the constraints of the JavaScript environment.

Determine which data structures and algorithms are most appropriate for the problems you're trying to solve, and understand the tradeoffs when using them in a JavaScript program. An overview of the JavaScript features used throughout the book is also included. This book covers: Arrays and lists: the most common data structures Stacks and queues: more complex list-like data structures Linked lists: how they overcome the shortcomings of arrays Dictionaries: storing data as key-value pairs Hashing: good for quick insertion and retrieval Sets: useful for storing unique elements that appear only once Binary Trees: storing data in a hierarchical manner Graphs and graph algorithms: ideal for modeling networks Algorithms: including those that help you sort or search data Advanced algorithms: dynamic programming and greedy algorithms

Data Structures

An Object-oriented Approach *Addison-Wesley*

This is the first text designed for an elementary data structures course to incorporate the important concepts of object-oriented programming. Specifically, the text uses objects in the definition, design and implementation of abstract data types.

An Object-oriented Introduction to Data Structures Using Eiffel *Prentice Hall*

Guide to the object-oriented programming language

Java: Data Structures and Programming *Springer*

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.

Database and Data Communication Network Systems, Three-Volume Set

Techniques and Applications *Academic Press*

Database and Data Communication Network Systems examines the utilization of the Internet and Local Area/Wide Area Networks in all areas of human endeavor. This three-volume set covers, among other topics, database systems, data compression, database architecture, data acquisition, asynchronous transfer mode (ATM) and the practical application of these technologies. The international collection of contributors was culled from exhaustive research of over 100,000 related archival and technical journals. This reference will be indispensable to engineering and computer science libraries, research libraries, and telecommunications, networking, and computer companies. It covers a diverse array of topics, including: * Techniques in emerging database system architectures * Techniques and applications in data mining * Object-oriented database systems * Data acquisition on the WWW during heavy client/server traffic periods * Information exploration on the WWW * Education and training in multimedia database systems * Data structure techniques in rapid prototyping and manufacturing * Wireless ATM in data networks for mobile systems * Applications in

corporate finance * Scientific data visualization * Data compression and information retrieval * Techniques in medical systems, intensive care units

Java Methods

Object-Oriented Programming and Data Structures

This book offers a thorough introduction to the concepts and practices of object-oriented programming in Java. It also introduces the most common data structures and related algorithms and their implementations in the Java collections framework. Chapters 1-14 follow the syllabus of the AP Computer Science in Java course. They will prepare you well for the AP CS exam. Chapters 15-18 on file input and output, graphics, graphical user interfaces, and events handling in Java will give you a better sense of real-world Java programming; this material also makes case studies, labs, and exercises more fun. Chapters 19-26 deal with more advanced data structures and algorithms. Chapter 27, Design Patterns, introduces more intricate aspects of object-oriented design and serves as an introduction to design patterns. The last chapter, Computing in Context, discusses creative, responsible, and ethical computer use.

Data Analysis for Database Design *Butterworth-Heinemann*

Database systems -- Database management system architecture -- Tables -- Redundant vs duplicated data -- Repeating groups -- Determinants and identifiers -- Fully-normalised tables -- Introduction to entity-relationship modelling -- Properties of relationships -- Decomposition of many-many relationships --

Connection traps -- Skeleton entity-relationship models -- Attribute assignment -- First-level design -- Second-level design -- Distributed database systems -- Relational algebra -- Query optimisation -- The SQL language -- Object-orientation.

Data Structures & Other Objects Using C++ Addison-Wesley Longman

Data Structures and Other Objects Using C++ takes a gentle approach to the data structures course in C++. Providing an

early, self-contained review of object-oriented programming and C++, this text gives students a firm grasp of key concepts and allows those experienced in another language to adjust easily. Flexible by design, professors have the option of emphasizing object-oriented programming, covering recursion and sorting early, or accelerating the pace of the course. Finally, 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.