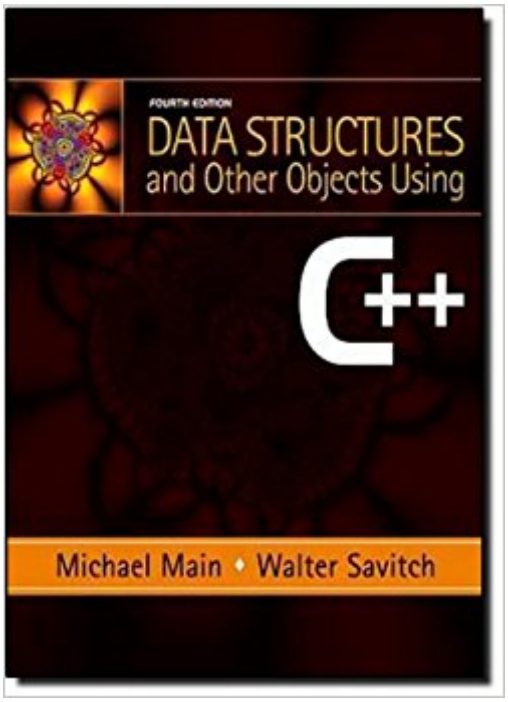
Data Structures And Other Objects Using C++ (4th Edition)



Synopsis

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.

Book Information

Paperback: 848 pages

Publisher: Pearson; 4 edition (March 6, 2010)

Language: English

ISBN-10: 0132129485

ISBN-13: 978-0132129480

Product Dimensions: 7.4 x 1.3 x 9.1 inches

Shipping Weight: 2.8 pounds (View shipping rates and policies)

Average Customer Review: 3.4 out of 5 stars 36 customer reviews

Best Sellers Rank: #25,064 in Books (See Top 100 in Books) #6 inÂ Books > Computers & Technology > Programming > Algorithms > Data Structures #20 inÂ Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C++ #35 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design

Customer Reviews

CourseSmart Save money. Lighten your backpack. Access your textbooks anytime, from anywhere. This title is available as an eTextbook from CourseSmart. Purchase your assigned textbook as a CourseSmart eTextbook, and stop lugging books around campus! You can also access CourseSmart eTextbooks from your iPhone. Instructors, request your exam copies online and get instant access. Learn more at coursesmart.com.

Michael Main is an Associate Professor of Computer Science at the University of Colorado at Boulder. He earned his BS, MS, and PhD at Washington State University. Walter Savitch is Professor Emeritus of Computer Science at the University of California at San Diego. His interests include complexity theory, formal language theory, computational linguistics, and the development

of computer science education materials, including several leading textbooks. He holds a PhD in mathematics from the University of California at Berkeley.

You will not get the book advertised, and you will not get it in a timely manner - beware if you need it for a class that it takes almost a month to arrive. This is a cheaply done reprint (bootleg?) of the English version. The paper quality is very poor and difficult to read. It’s not only pulp paper but thin, so the print on one side of the paper bleeds through to the other. The original has color pictures. This one does not. The cover is not the same - it’s a Chinese cover, and the pages are mis-numbered. Instead of the publisher (Pearson) being printed on the front, it is put on with stickers. The whole thing smacks of a counterfeit/bootleg product.The only thing that was mentioned was that it is an "International" edition. That is in the fine print at the bottom of the page. No mention of the inferior quality of the paper and the print job, and although it says it is printed in China, many books are today, so there is no indication it will be shipped from there, or take several weeks to arrive.

I really like this textbook. I will often skip to the middle of a chapter to understand a specific concept without reading the whole chapter and I can often manage to understand the material just fine. But, if I take the time to read the beginning of the chapter, it is always easy to understand, which I really like. If I just get frustrated trying to understand a topic, I know I can go to the beginning of the chapter and read through and I will understand it fine.However, I gave this book 4 stars for two reasons. One, it suggests you use a coding practice where when you need to include implementation in a header file, Michael Main says you should make a new file called ’filename.template’ like ’table1.template’. This has given me more headaches than help. The only "advantage" of this is that you can "bend the rules" and make an implementation file separate from your header file when it is not usually possible. But it is unnecessary and problematic for some compilers. I think it should be nixed in the next edition.Also, the second con is: COLOR! Please put some color in the text next time. C++ is dry enough. If it was broken up with some color, it would be much easier to digest.However, like I said, this is mostly really well written and easy to understand, and not intimidating. I really liked the text.

The writer doesn’t explain each single line of codes. For some of the codes, the writer just gives a piece of idea, and then we need to use that "piece" to create a whole project. The exercises are extremely challenged, so you have to spend few hours on that. The official website can’t even open

or find. No solutions and no explanations for exercises, so you have to be good at the basic C++ stuff. The book defiantly is not for beginners or someone who just barely passed a class.

The book is new and the content is identical to the US version. The US version is printed in color, though it's not really necessary, and this one is in grayscale. The cover looks entirely different and they numbered every page before the first chapter so if you are looking for a page based on the US version, just add 30 and you'll find the exact same page in this, the Chinese version. Everything is in English except for on the front and back cover and the first page in the book.

I chose this text for a second course in programming, and it was not very good. The programs in the text usually illustrated several new concepts, not just one, leading to student confusion on the goal of the program. The style of the programs was also problematic, as the author uses many non-member functions that could easily be member functions if the classes were organized differently. Not wrong, but confusing to the very inexperienced learners. As a third course, this might be OK, but having to explain both templates, operator overloading AND friend functions to students reading a program overloads their circuits.The programs are well documented, which is a plus, and except for the non-member functions, the structure of them is not too bad.Bottom line: not for the second semester of programming, maybe OK for the third (but I haven't any evidence yet).

It doesn't look like the book in the picture, the pages are numbered differently, and the cover is not in English.

A little long-winded, but a great companion for my data structures course at university.

Required text book in one of my Computer Science classes.

Data Book 1) Java Software Structures: Designing and Using Data Structures (4th Edition) Analytics: Data Science, Data Analysis and Predictive Analytics for Business (Algorithms, Business Intelligence, Statistical Analysis, Decision Analysis, Business Analytics, Data Mining, Big Data) Starting Out with Java: From Control Structures through Data Structures (3rd Edition) Data Structures and Algorithms Made Easy in Java: Data Structure and Algorithmic Puzzles Data Structures and Abstractions with Java (4th Edition) Data Science and Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data Data Analytics and Python Programming: 2 Bundle Manuscript: Beginners Guide to Learn Data Analytics, Predictive Analytics and Data Science with Python Programming Data Analytics For Beginners: Your Ultimate Guide To Learn and Master Data Analysis. Get Your Business Intelligence Right â “ Accelerate Growth and Close More Sales (Data Analytics Book Series) Data Science for Business: What You Need to Know about Data Mining and Data-Analytic Thinking Analytics: Business Intelligence, Algorithms and Statistical Analysis (Predictive Analytics, Data Visualization, Data Analytics, Business Analytics, Decision Analysis, Big Data, Statistical Analysis) Discovering Knowledge in Data: An Introduction to Data Mining (Wiley Series on Methods and Applications in Data Mining) Data Structures And Algorithms Using Java Problem Solving with Algorithms and Data Structures Using Python Object-Oriented Data Structures Using Java