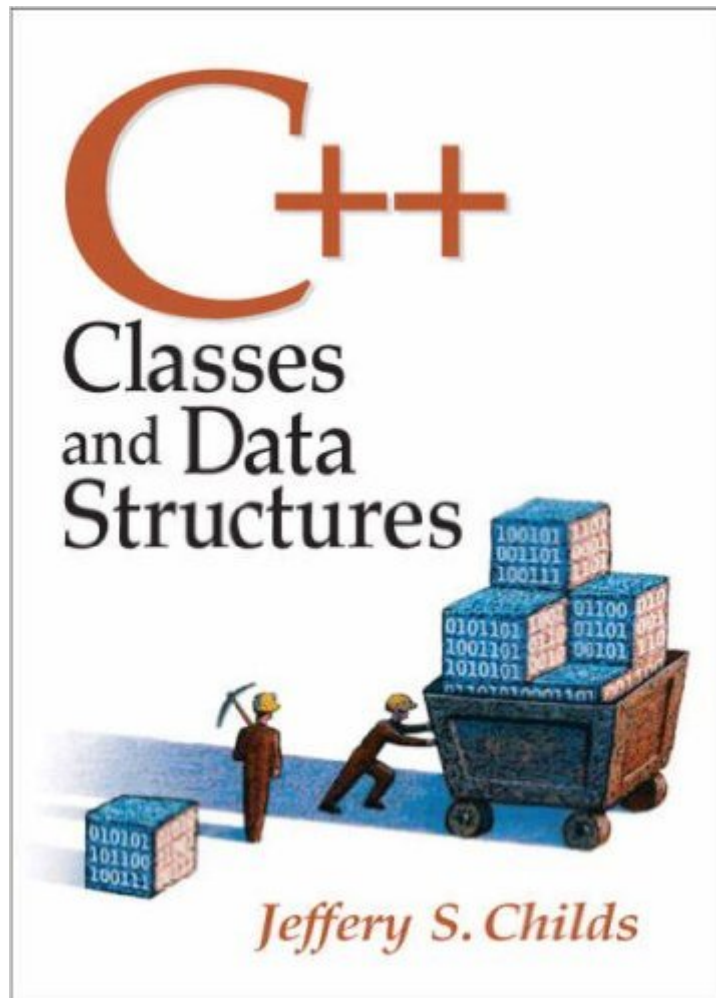


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C++: Classes And Data Structures



Synopsis

Most books on data structures are filled with so many technical details (and lack thorough explanations) that the reading becomes difficult. This accessible, conversational presentation explores data structures concepts in clear language. Assumes a basic knowledge of C++. Focuses on the client for all programs, classes, and data structures. Offers meaningful, relevant examples and worked examples throughout. Includes thoroughly tested code. Provides code for all examples. A useful reference for anyone interested in learning more about programming.

Book Information

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Average Customer Review: 2.8 out of 5 stars Â Â See all reviews Â (12 customer reviews)

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Customer Reviews

The one reviewer who said that the book was severely hindered by the lack of examples was right on the mark. All of the other textbooks I have for computer science and computer engineering both serve as awesome introductory tools, and as even better reference books. This author seems to have been caught up in his one checkbook example class and uses it throughout the book as the only form of example. When new concepts are introduced you have to be reading every word or you might miss it. Mr. Childs takes baby steps through the most boring, pedestrian parts of data structures and object oriented design. Its laughable to me the way he touts each thing he introduces as the panacea for all one's ills, completely sidestepping the commonly used, easy to understand, standard notation of Big O and Big Theta. If the book included the best/worst/average cases of all the different operations he includes, after all those are the most important parts when trying to decide which structure to use within your program, the text would have been much better for it. He talks

about dynamic arrays without even touching the issue of massive slowdowns when one has to add or remove a single element and then pointing to the organic response to this problem in the form of linked lists, which for some reason is almost at the end of the book. The approach that the author takes by trying to make the text entertaining he ends up draining the absolutely fascinating subject of computer science and leaving a novel. Literally the majority of the book is just words, with nary a full, compilable source code in sight. My professor asked us to include one of the classes that the author wrote in our program and it turned out it didn't even work. Come on.

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