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Robert Sedgwick Robert Sedgwick has thoroughly written and vastly expanded and updated his popular work to provide current and comprehensive coverage of important algorithms and data structures. Christopher Van Wyk and Sedgwick have developed new C++ implementations that express both methods in a concise and direct way, while also providing developers with practical means to test on actual applications. Les mer (Paperback) Fri frakt! Leveringstid: Usikker levering\*\*You bestiller varen fra forlag and utlandet. Dersom varen finnes, sender you den så snart vi får den til lager I. FUNDAMENTALS. Sample problem - connectivity. Union retrieval algorithms. Perspective. Principles of algorithm analysis. Predictions and guarantees. Example: Connectivity algorithms. Computational complexity. II. DATA STRUCTURES. Elementary data structures. Processing the base list. Storage pick for lists. It represents binary trees. Basic recursive programs. Basic abstract types of data. Stack Adt deployments. Adts and queuing deployments. String Adt and implementations. Set up Adt and deployments. Depreciated growth for field deployments. III. SORTING. Basic methods of sorting. Performance characteristics of basic types. Sort other types of data. Index and sort cursor. Quicksort performance characteristics. Median-of-Three partitioning. Improvements to the basic algorithm. Performance characteristics of Mergesort. Merge implementations in a linked list. Priority rows and heapsort. Elementary implementations. Type of abstract data with priority order. Indirect priority queues. Three-month-old Radix Quicksort. Performance characteristics of radix varieties. Batcher's Odd-Even Mergesort. Sort-merge deployments. IV. SEARCHING. Type of abstract data symbol-table. Performance characteristics bst's. implementation index with table symbol. Insert at root in Bsts. Bst implementations of other Adt functions. Performance characteristics. Text string index applications. Index sequential approach. An epilogue. 0201314525T04062001 Displays 1-30 Start reviewing algorithms in C, Parts 1-4: Basics, Data Structures, Sorting, Search September 04, 2013 caisah rated that amazing Best Practical Book on Algorithms I Encountered. Unlike CLRS, this book comes with code written in C and a basic explanation for data structures. The first 2 chapters are a prelude to the world of algorithms, building perspective on what will follow, explaining the principles that govern algorithm analysis. Then there are several chapters on data structures, including ADTs (abstract types of data) - fields, related lists, wires, stacks, rows, trees, charts - and the best practical book on algorithms I've come across. Unlike CLRS, this book comes with code written in C and a basic explanation for data structures. The first 2 chapters are a prelude to the world of algorithms, building a perspective on what following, explaining the principles governing the analysis of algorithms. Next comes several chapters on data structures, including ADTs (abstract types of data) - fields, related lists, wires, stacks, rows, trees, charts - and the procedures used to manipulate them. Some methods such as recursion, division and conquest, and dynamic programming (memoization) are also discussed in detail. The following are covered all popular sorting methods: selection variety, type of insertion, type of bubbles, shells, fast variety, merging, stacks (with a detailed explanation of the structure of the pile data), radix variety and some other special types. The search is the main interest of the last half of the book. Data structures and algorithms of symbol tables (most of which are tree algoses) are covered in depth. Each chapter contains a basic mathematical analysis that mentions people who are experts in a particular domain. So if someone is interested in getting a more detailed version/explanation/analysis they can easily follow the references. Each chapter ends with a list of exercises, most of which are not entirely trivial. I only got rid of about half of them because otherwise it would take me forever to finish the book. But for a meticulous guy this is a great way to improve thinking and coding skills. If someone were to solve all the exercises, it will almost guarantee that the person could tackle any program challenge in terms of algorithmically solving or choosing the right data structure for the task. All in all, reading this book and solving exercises, will make everyone a better programmer, regardless of skills. ... more April 03, 2020 Diego rated it amazing S&Algorithm implemented in C. No other book I could find implemented this depth and code S & Algorithm in C. No other book I could find has that depth and code ... 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