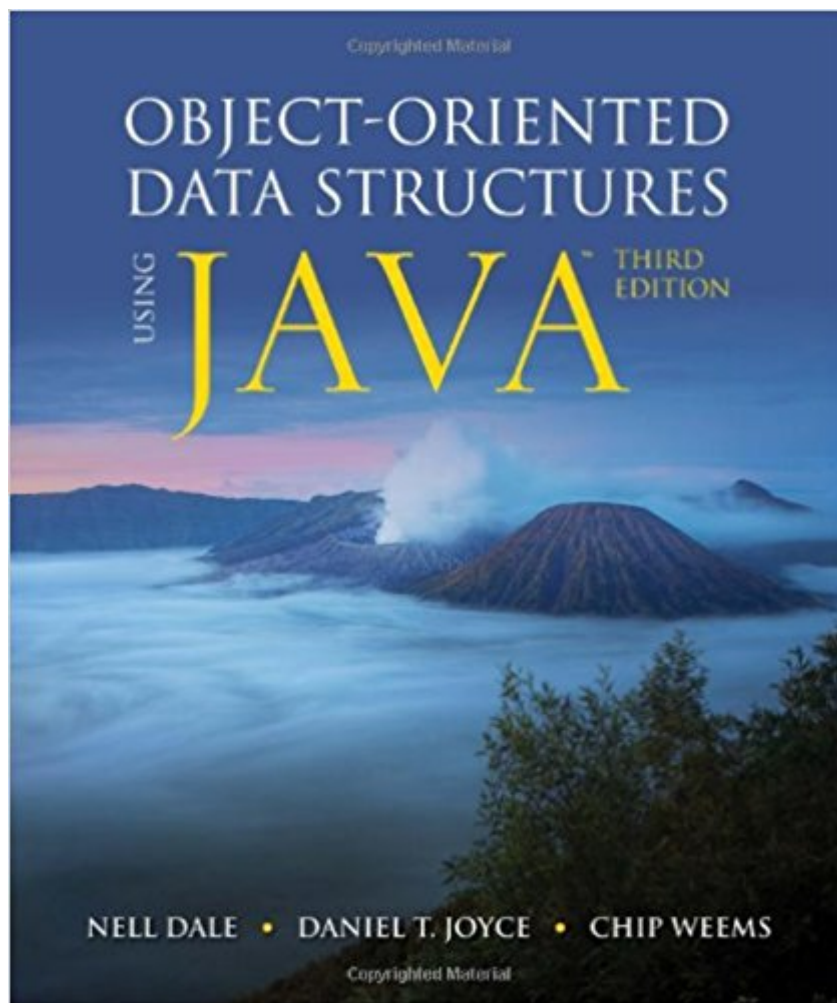


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Object-Oriented Data Structures Using Java



Synopsis

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

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Customer Reviews

This textbook was mandatory for me to buy for my Data Structures course in college. This is an okay textbook. It is a decent secondary source as long as your professor is good at teaching, luckily for me, that is the case. A lot of the examples that are given to explain certain data structures are long winded and do not help at all. They are generally over complicated and are hard to understand. Also they also seem to contradict a lot of the common and more popular uses of java at times, which can be frustrating. My last gripe with this textbook is that it just decides to almost completely disregard Iterators, which are quite important to understand. The definitions are pretty solid, however, and so this book is a solid secondary source. It will help partially confused on a topic, but it is hard to fully grasp a topic just from this textbook, in my opinion. I would recommend professors to try to find a better alternative to this one.

This book is a snooze. I have only read the first 3 and a half chapters so far, but this textbook is idiotic. They draw out topics unnecessarily long. It's a joke that it takes them so many sentences to explain simple concepts. Despite their tendency to draw things out, there is an amazing lack of actual useful code examples in the book. The practice of slowly building upon English pseudocode until they finally show you an example in Java is ridiculous and upsetting. They do this for the most simple blocks of code--which is pointless. Just show me the code, then explain. Chances are I get the code and then can skip the explanation. There is no need for use of pseudocode for code as simple as that presented in chapters 1-3. And no need to devote whole paragraphs to methods that return the instance variables and other straightforward stuff. No.

Meant for students with a decent foundation of basic Java programming. Fairly easy to read and lots of good explanations, but the exercises are often very difficult to interpret and hard to follow. As far as programming books go, one of the better ones out there.

This book breaks concepts down really well without being overly complicated. I took data structures as an independent study at my university and was able to teach myself all of the content using just the book.

This book covers the essential concepts, but doesn't do a good job explaining them. The examples generally do a poor job illustrating the ideas and methods. Frequently the book is too wordy and makes simple concepts seem hard to understand. The illustrations are average, but the text to describe them usually isn't very good. Some of the exercises are good, but other just ask you to spit back definitions from the chapter.

So far so good. This book is used for a 2nd level Computer Science class in College. The book is very detailed with pictures, instructions and examples. The 1 thing I find most useful to understand what you are learning is the scenarios and story lines they give you. Don't get me wrong Data Structure is still quite a difficult subject to learn but the book helps!

Didn't even touch this book in my class... Goodbye \$30 rental fee...

I found the book to be really clear and self explanatory. It is great for beginners. The language is very easy to understand.

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