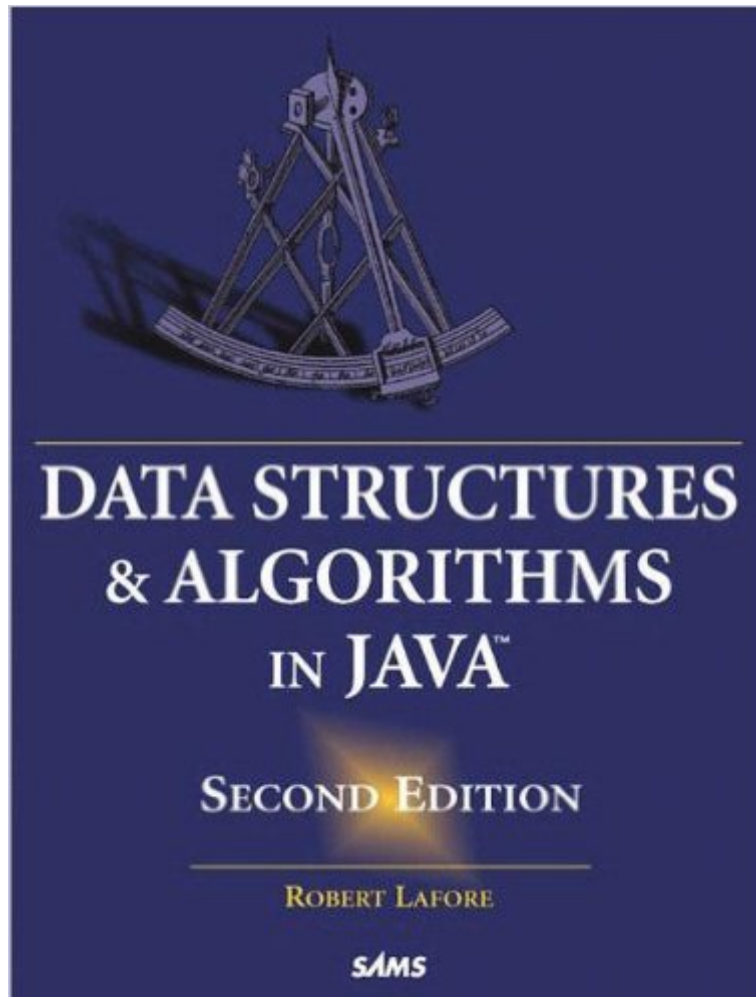


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# Data Structures And Algorithms In Java (2nd Edition)



## Synopsis

Data Structures and Algorithms in Java, Second Edition is designed to be easy to read and understand although the topic itself is complicated. Algorithms are the procedures that software programs use to manipulate data structures. Besides clear and simple example programs, the author includes a workshop as a small demonstration program executable on a Web browser. The programs demonstrate in graphical form what data structures look like and how they operate. In the second edition, the program is rewritten to improve operation and clarify the algorithms, the example programs are revised to work with the latest version of the Java JDK, and questions and exercises will be added at the end of each chapter making the book even more useful. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at [www.prenhall.com](http://www.prenhall.com), in the Instructor Resource Center.

## Book Information

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## Customer Reviews

As someone who does not come from a computer science background but works as a software engineer, I've had learning data structures and algorithms on my bucket list for quite some time. Working within the Ruby on Rails and SQL worlds has had me heavily shielded from the ideas and concepts of DS&A. My primary goal was to learn enough to pass the stereotypical Google/Microsoft/Yahoo coding exam as well as conduct a similar engineering interview from the opposite end of the table. Since textbooks are my preferred way of learning, I set out in search of

the DS&A book that would allow me to reach that goal. Most guru lists will tell you that "Introduction to Algorithms" aka "CLRS" is the book to buy in this field. I would strongly disagree with this notion unless the reader is already very savvy in DS&A as well as mathematics. From my experience interviewing dozens of engineers over the last few months, a very small percentage of engineers are actually at that level. Similar lists recommend Skiena's book as an alternative to CLRS since it is slightly more accessible. Although I didn't look at Skiena's book as thoroughly as I did CLRS, it didn't seem to be much more beginner friendly. I initially ended up buying the "DS&A Made Easy" book--the reviews were good, the pages available via preview looked good, the book focused on DS&A from an interview perspective rather than mathematical proofs, and I also liked the author's stated approach (get something working, even if its terribly inefficient...then work on efficiency). Then the book came in the mail. After a week of browsing through the text, I actually threw the book in the trash. The English was bad, the code examples weren't well written, and there was a lot of hand waving where there shouldn't have been.

I initially started looking at the study of Algorithms with Sedgewick's "Data Structures and Algorithms with C++", and decided to buy this book because Sedgewick's approach seemed limiting. I have only had a day or two to spend with the Lafore, but I am inclined to express appreciation for the effectiveness of his pedagogical approach. He indicates early on that he wishes, in his presentation, to separate the subject matter from complexities of C++, and also from software design theory and a dense mathematical treatment, so the focus can remain on data structs and algorithms without unnecessary complication. In early chapters, he is able to dispense with "Big O" notation in just a handful of pages, in a way that is quite useful and would be understandable to a high school student, I think. I found myself sailing through the chapters in the book very pleasurably and with ease of understanding of the different topics that I think will be useful to me. Sedgewick's book, by comparison, contains some subtle material not covered in Lafore (quite a lot), and the implementation of the coding better demonstrates the most efficient possible approach (C++ as the underlying programming language, of course, facilitates this). However, the style of the code is comparatively bad, and requires much longer periods of scutinization and repeated efforts to reach a good level of comprehension. Additionally, the style of explication throughout the text is of the bravura, academic type, as much intended to impress a peer group of academics as to serve a genuinely instructive purpose. Additionally, there constant references to-and-fro throughout the text (comprising an astonishing bulk of it, as a matter of fact), and one wonders why things could not be better organized.

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