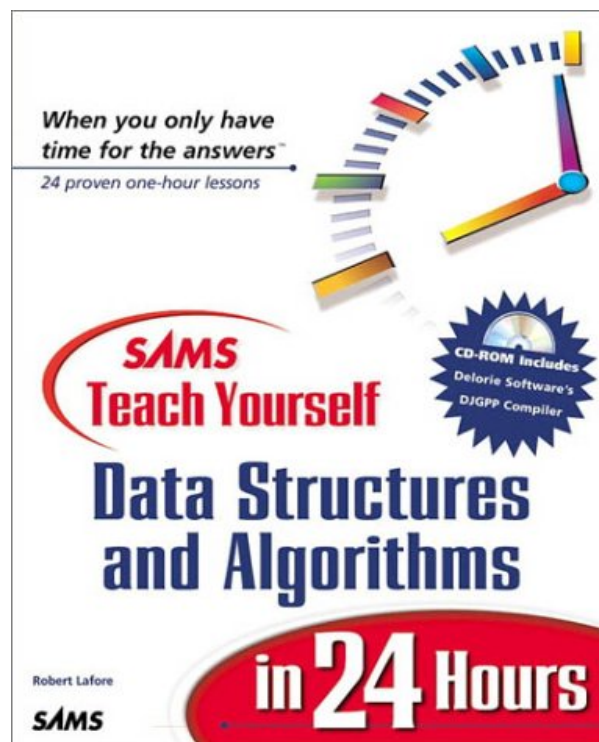
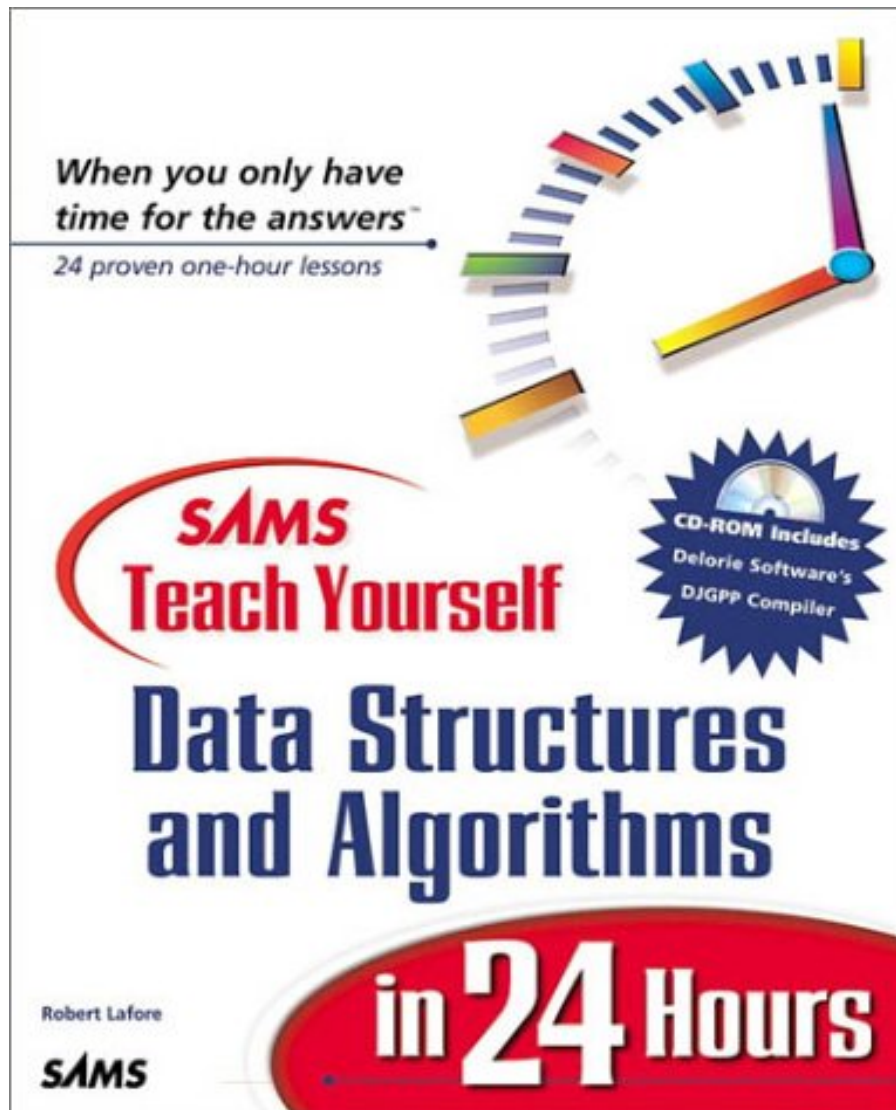


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About the Author

Robert Lafore has degrees in Electrical Engineering and Mathematics, has worked as a systems analyst for the Lawrence Berkeley Laboratory, founded his own software company, and is a best-selling writer in the field of computer programming. Some of his current titles are C++ Interactive Course, Object-Oriented Programming in C++, and C Programming Using Turbo C++. Earlier best-selling titles include Assembly Language Primer for the IBM PC and XT, and (back at the beginning of the computer revolution) Soul of CP/M.

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Most helpful customer reviews

32 of 34 people found the following review helpful.

Worth the price, but not complete

By A Customer

I have several other books on data structures, and algorithms. This one presents the subjects in a very straightforward, and understandable manner, but is targeted at beginners (and says so). It doesn't cover the subjects in much detail, but is sufficient to give the reader a pretty good understanding of the subjects presented.

Some of the workshop applets don't work very well, and there is no source code available for them so as to allow the reader to fix them. They are also very slow in loading, probably due to the fact that they are Java applets.

The book omits some fairly basic information- for example, it mentions that Trees are a form of a more general family of structures called graphs, but doesn't explain what these are. Trees are some of the most

widely used data structures, and any good programmer needs a complete understanding of them. The book presents several different kinds of trees, complete with C++ code, but admits that deleting nodes is complicated and beyond the scope of the book. No code is presented for the reader to understand how complicated the operation is, or how to accomplish it. Without this information, the programmer probably can't use trees. All of my other books on the subject contain this information.

If you're looking for a book on the Standard Template Library, this isn't it. The author says that the reader will have a better understanding of the STLs workings and applications for having the information contained in the book, and that's true.

I would recommend this book for a beginning programmer looking for an overview of what some common data structures and algorithms are, but not one who wants a book to get his hands dirty and experiment with them. It's by far the lowest priced programming-related book I've purchased in years (but that's not reason enough to buy it).

13 of 14 people found the following review helpful.

Very Interactive!

By Batara Kesuma

I bought 'Introduction to Algorithm' by Thomas Cormen, and couldn't understand anything in it. So I looked for easier book, and bought this one. This book use OOP concept to describe the data structures and algorithm. I found all the explanation very clear. It teaches you basic knowledge about algorithm before you move to more advanced books. I also found that the java applets (included on CD with the book) they used to describe the algorithm theory were very helpful. It was just like having a private teacher explaining them for you.

I admit that it is not very complete, like it explains Red-Black Tree but there is no source code, and also no source code for deletion on Binary Tree, you have to get a more advanced book for those. But this book has done its job very well!

If you are majoring computer science, and can't get your teacher explanation about basic algorithms and data structures (ex. Big-Oh notation, quicksort, etc), GET THIS BOOK!

6 of 6 people found the following review helpful.

Great for technician level programmers

By Billy Blaze

I consider myself a "technician level" programmer.. in other words, my main job title is somewhere in the realm of "make this electronic device functional" and "the network died.. fix it", with the responsibility for the odd bit of utility programming now and then. Considering this, I use this book as basically a brush-up on elementary algorithms and data structures that come into play when doing that bit of utility code. Computer science types will likely consider this book "Data Structures and Algorithms Lite" as it eschews the grinding proofs and NP discussions in favor of actual code in more of a cook book style. Not a bad book for technicians, though I would have preferred some pseudocode and less language specific stuff, but I suppose that defies the nature of this type of book in the first place.

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