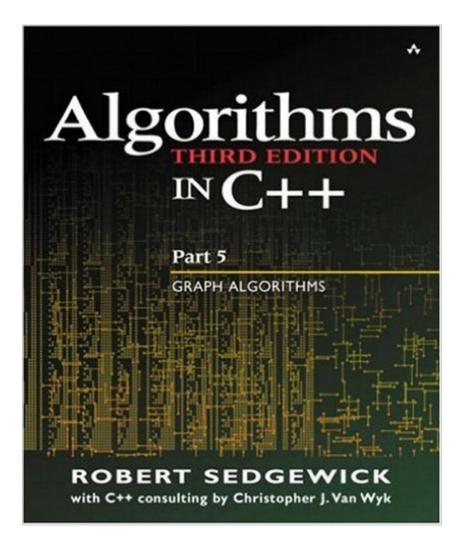
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Algorithms In C++ Part 5: Graph Algorithms (3rd Edition) (Pt.5)





Synopsis

Providing exercises to help students learn the properties of algorithms, this text places a greater emphasis on abstract data types, modular programming, object-oriented programming and C++ classes.

Book Information

Paperback: 528 pages Publisher: Addison-Wesley Professional; 3 edition (January 6, 2002) Language: English ISBN-10: 0201361183 ISBN-13: 978-0201361186 Product Dimensions: 7.6 x 1.3 x 9 inches Shipping Weight: 1.8 pounds (View shipping rates and policies) Average Customer Review: 3.7 out of 5 stars Â See all reviews (47 customer reviews) Best Sellers Rank: #142,939 in Books (See Top 100 in Books) #21 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Structured Design #41 in Books > Textbooks > Computer Science > Algorithms #77 in Books > Computers & Technology > Computer Science > Systems Analysis & Design

Customer Reviews

This is easily one of the leading texts on data structures and algorithms - a third edition has already been released (however, that is practically a new book ,so read on :-)...). Sedgewick is a student of the great Donald Knuth, and a leading researcher and authority in the field of Algorithmics.'Pound for pound', this might be as good as Cormen et al's classic, which is the undisputed leader among introductory books on algorithms. However, this has two advantages over that book : (1)Size : Weighing in at a lean 656 pages, this is almost 40% smaller than Cormen's classic, while providing approximately the same breadth. However, Cormen has the edge in depth, especially rigorous analysis of algorithms' performance. (2)'Real' code : This book has code snippets in C++, as opposed to Cormen which has it in pseudocode.However, the code is far from 'ready to run' - it's just enough to give you an idea how to go about building your own code.Another plus point is short and crisp chapters which can be easily 'digested' - average chapter size is only about 14 pages. This book really covers a lot of topics - sorting, searching, parsing, computational geometry, graphs, fast fourier transforms, mathematical algorithms and much,much more. It is written in a very readable style, and the illustrations are a big help, perhaps the best in a book of this kind. It

would've benefitted from a few more exercises, brief solutions, and a little more rigour in performance analysis. The code is excellent at one level, but it's actually excellent C code masquerading as C++ code, i believe. If you have no problem with C, you should perhaps go for the C version of this book - the C code is reminiscent of Kernighan & Ritchie. Beautiful, elegant C code !!

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