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By Robert Sedgewick

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This particular book, Parts 1-4, represents the essential first half of Sedgewick's complete work. It provides extensive coverage of fundamental data structures and algorithms for sorting, searching, and related applications. The algorithms and data structures are expressed in concise implementations in C, so that you can both appreciate their fundamental properties and test them on real applications. Of course, the substance of the book applies to programming in any language.

Highlights

- Expanded coverage of arrays, linked lists, strings, trees, and other basic data structures
- Greater emphasis on abstract data types (ADTs) than in previous editions
- Over 100 algorithms for sorting, selection, priority queue ADT implementations, and symbol table ADT (searching) implementations
- New implementations of binomial queues, multiway radix sorting, Batcher's sorting networks, randomized BSTs, splay trees, skip lists, multiway tries, and much more
- Increased quantitative information about the algorithms, including extensive empirical studies and basic analytic studies, giving you a basis for comparing them
- Over 1000 new exercises to help you learn the properties of algorithms

Whether you are a student learning the algorithms for the first time or a professional interested in having up-to-date reference material, you will find a wealth of useful information in this book.

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