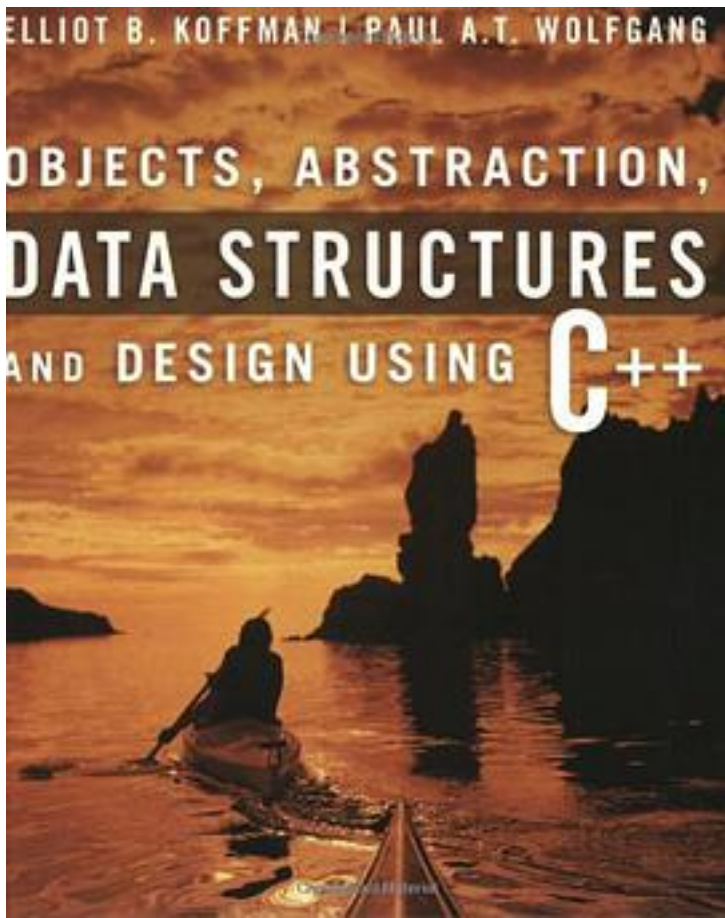# Objects, Abstraction, Data Structures and Design

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著者:Koffman, Elliot B.; Wolfgang, Paul A. T.;

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"It is a practical book with emphasis on real problems the programmers encounter daily."

--Dr.Tim H. Lin, California State Polytechnic University, Pomona

"My overall impressions of this book are excellent. This book emphasizes the three areas I want: advanced C++, data structures and the STL and is much stronger in these areas than other competing books."

--Al Verbanec, Pennsylvania State University

Think, Then Code

When it comes to writing code, preparation is crucial to success. Before you can begin writing successful code, you need to first work through your options and analyze the expected performance of your design. That's why Elliot Koffman and Paul Wolfgang's Objects, Abstraction, Data Structures, and Design: Using C++ encourages you to Think, Then Code, to help you make good decisions in those critical first steps in the software design process.

The text helps you thoroughly understand basic data structures and algorithms, as well as essential design skills and principles. Approximately 20 case studies show you how to apply those skills and principles to real-world problems. Along the way, you'll gain an understanding of why different data structures are needed, the applications they are suited for, and the advantages and disadvantages of their possible implementations.

Key Features

* Object-oriented approach.

* Data structures are presented in the context of software design principles.

* 20 case studies reinforce good programming practice.

* Problem-solving methodology used throughout... "Think, then code!"

* Emphasis on the C++ Standard Library.

* Effective pedagogy.

作者介绍:

目录:

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很好很贵

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