

Data Structures And Algorithmic Thinking With Python Data Structure And Algorithmic Puzzles

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"Data Structure and Algorithmic Thinking with Python" is designed to give a jump-start to programmers, job hunters and those who are appearing for exams. All the code in this book are written in Python. It contains many programming puzzles that not only encourage analytical thinking, but also prepares readers for interviews.

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Programming is about using a computer to solve problems, and algorithms and data structures are the building blocks of computer programs. For each problem that a programmer wants to solve, they employ an algorithm: a sequence of steps for solving the problem.

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of Computer Networking Data Structures and Algorithms Made Easy for GATE Peeling Design Patterns Coding Interview Questions IT Interview Questions Narasimha held M.Tech. in computer science from IIT, Bombay, after finishing his B.Tech. from JNT ...

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~~1. Algorithmic Thinking, Peak Finding - YouTube~~

To develop a good understanding of a data structure requires three things: first, you must learn how the information is arranged in the memory of the computer; second, you must become familiar with the algorithms for manipulating the information contained in the data structure; and third, you must understand the performance characteristics of the data structure so that when called upon to select a suitable data structure for a particular application, you are able to make an appropriate decision.

~~Data Structures and Algorithmic Thinking with Go: Data ...~~

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"Data Structures And Algorithms Made Easy: Data Structures and Algorithmic Puzzles" is a book that offers solutions to complex data structures and algorithms. There are multiple solutions for each problem and the book is coded in C/C++, it comes handy as an interview and exam guide for computer scientists.

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It is the Python version of "Data Structures and Algorithms Made Easy." Table of Contents: goo.gl/VLEUca Sample Chapter: goo.gl/8AEcYk Source Code: goo.gl/L8Xxdt The sample chapter should give you a very good idea of the quality and style of our book. In particular, be sure you are comfortable with the level and with our Python coding style. This book focuses on giving solutions for complex problems in data structures and algorithm. It even provides multiple solutions for a single problem, thus familiarizing readers with different possible approaches to the same problem. "Data Structure and Algorithmic Thinking with Python" is designed to give a jump-start to programmers, job hunters and those who are appearing for exams. All the code in this book are written in Python. It contains many programming puzzles that not only encourage analytical thinking, but also prepares readers for interviews. This book, with its focused and practical approach, can help readers quickly pick up the concepts and techniques for developing efficient and effective solutions to problems. Topics covered include: Organization of Chapters Introduction Recursion and Backtracking Linked Lists Stacks Queues Trees Priority Queues and Heaps Disjoint Sets ADT Graph Algorithms Sorting Searching Selection Algorithms [Medians] Symbol Tables Hashing String Algorithms Algorithms Design Techniques Greedy Algorithms Divide and Conquer Algorithms Dynamic Programming Complexity Classes Hacks on Bit-wise Programming Other Programming Questions

A hands-on, problem-based introduction to building algorithms and data structures to solve problems with a computer. Algorithmic Thinking will teach you how to solve challenging programming problems and design your own algorithms. Daniel Zingaro, a master teacher, draws his examples from world-class programming competitions like USACO and IOI. You'll learn how to classify problems, choose data structures, and identify appropriate algorithms. You'll also learn how your choice of data structure, whether a hash table, heap, or tree, can affect runtime and speed up your algorithms; and how to adopt powerful strategies like recursion, dynamic programming, and binary search to solve challenging problems. Line-by-line breakdowns of the code will teach you how to use algorithms and data structures like:

- The breadth-first search algorithm to find the optimal way to play a board game or find the best way to translate a book
- Dijkstra's algorithm to determine how many mice can exit a maze or the number of fastest routes between two locations
- The union-find data structure to answer questions about connections in a social network or determine who are friends or enemies
- The heap data structure to determine the amount of money given away in a promotion
- The hash-table data structure to determine whether snowflakes are unique or identify compound words in a dictionary

NOTE: Each problem in this book is available on a programming-judge website. You'll find the site's URL and problem ID in the description. What's better than a free correctness check?

This is an excellent, up-to-date and easy-to-use text on data structures and algorithms that is intended for undergraduates in computer science and information science. The thirteen chapters, written by an international group of experienced teachers, cover the fundamental concepts of algorithms and most of the important data structures as well as the concept of interface design. The book contains many examples and diagrams. Whenever appropriate, program codes are included to facilitate learning. This book is supported by an international group of authors who are experts on data structures and algorithms, through its website at www.cs.pitt.edu/~jung/GrowingBook/, so that both teachers and students can benefit from their expertise.

"Data Structure and Algorithmic Thinking with Go" is designed to give a jump-start to programmers, job hunters, and those who are appearing for exams. All the code in this book is written in GoLang. It contains many programming puzzles that not only encourage analytical thinking but also prepare readers for interviews.

If you're a student studying computer science or a software developer preparing for technical interviews, this practical book will help you learn and review some of the most important ideas in software engineering—data structures and algorithms—in a way that's clearer, more concise, and more engaging than other materials. By emphasizing practical knowledge and skills over theory, author Allen Downey shows you how to use data structures to implement efficient algorithms, and then analyze and measure their performance. You'll explore the important classes in the Java collections framework (JCF), how they're implemented, and how they're expected to perform. Each chapter presents hands-on exercises supported by test code online. Use data structures such as lists and maps, and understand how they work Build an application that reads Wikipedia pages, parses the contents, and navigates the resulting data tree Analyze code to predict how fast it will run and how much memory it will require Write classes that implement the Map interface, using a hash table and binary search tree Build a simple web search engine with a crawler, an indexer that stores web page contents, and a retriever that returns user query results Other books by Allen Downey include Think Java, Think Python, Think Stats, and Think Bayes.

Implement classic and functional data structures and algorithms using Python About This Book A step by step guide, which will provide you with a thorough discussion on the analysis and design of fundamental Python data structures. Get a better understanding of advanced Python concepts such as big-o notation, dynamic programming, and functional data structures. Explore illustrations to present data structures and algorithms, as well as their analysis, in a clear, visual manner. Who This Book Is For The book will appeal to Python developers. A basic knowledge of Python is expected. What You Will Learn Gain a solid understanding of Python data structures. Build sophisticated data applications. Understand the common programming patterns and algorithms used in Python data science. Write efficient robust code. In Detail Data structures allow you to organize data in a particular way efficiently. They are critical to any problem, provide a complete solution, and act like reusable code. In this book, you will learn the essential Python data structures and the most common algorithms. With this easy-to-read book, you will be able to understand the power of linked lists, double linked lists, and circular linked lists. You will be able to create complex data structures such as graphs, stacks and queues. We will explore the application of binary searches and binary search trees. You will learn the common techniques and structures used in tasks such as preprocessing, modeling, and transforming data. We will also discuss how to organize your code in a manageable, consistent, and extendable way. The book will explore in detail sorting algorithms such as bubble sort, selection sort, insertion sort, and merge sort. By the end of the book, you will learn how to build components that are easy to understand, debug, and use in different applications. Style and Approach The easy-to-read book with its fast-paced nature will improve the productivity of Python programmers and improve the performance of Python applications.

Data Structures and Algorithms in Java, Second Edition is designed to be easy to read and understand although the topic itself can be quite 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 revis.

THIS TEXTBOOK is about computer science. It is also about Python. However, there is much more. The study of algorithms and data structures is central to understanding what computer science is all about. Learning computer science is not unlike learning any other type of difficult subject matter. The only way to be successful is through deliberate and incremental exposure to the fundamental ideas. A beginning computer scientist needs practice so that there is a thorough understanding before continuing on to the more complex parts of the curriculum. In addition, a beginner needs to be given the opportunity to be successful and gain confidence. This textbook is designed to serve as a text for a first course on data structures and algorithms, typically taught as the second course in the computer science curriculum. Even though the second course is considered more advanced than the first course, this book assumes you are beginners at this level. You may still be struggling with some of the basic ideas and skills from a first computer science course and yet be ready to further explore the discipline and continue to practice problem solving. We cover abstract data types and data structures, writing algorithms, and solving problems. We look at a number of data structures and solve classic problems that arise. The tools and techniques that you learn here will be applied over and over as you continue your study of computer science.

Peeling Data Structures and Algorithms for (Java, Second Edition): * Programming puzzles for interviews * Campus Preparation * Degree/Masters Course Preparation * Instructor's * GATE Preparation * Big job hunters: Microsoft, Google, Amazon, Yahoo, Flip Kart, Adobe, IBM Labs, Citrix, Mentor Graphics, NetApp, Oracle, Webaroo, De-Shaw, Success Factors, Face book, McAfee and many more * Reference Manual for working people

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