



Data Structures with STL

By William H. Murray, Chris H. Pappas

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Editorial Review

From the Inside Flap
Foreword

Data structures is a course taken by every programming student in every college in the United States. A knowledge of data structures has been a fundamental part of every Computer Science curriculum since the early days of PLI and Pascal. Of course, data structures is now taught using the C++ language. Actually, data structure concepts are language independent.

Currently, there is a shift in both text book and trade books to teach data structures with objects. With the latest standards from the ANSI/ISO committee, you will find that the Standard Template Library (STL) incorporates many of the components featured in traditional data structures courses.

Typically, you will find books on data structures or books on the STL. However, we have failed to identify or find books that carefully weave the concepts of both data structures and the STL together. In this text, we will go beyond an introductory work and integrate (side by side) many of the concepts taught in a data structures course with the newest STL techniques.

As such, this book is an intermediate level book for students and programmers who have mastered the fundamentals of the C++ language. However, even at the intermediate level, this book will have a broad appeal to all programmers interested in both data structures and the STL.

This book is not intended to replace college level data structures books. Instead, this text is intended to supplement them with the latest STL concepts. With complete code examples, you should find the solutions to many of the programming problems that plague both students and programmers alike.

If you are involved with data structures—you need this book.

From the Back Cover

- Learn data structures and the C++ Standard Template Library together!
- Teaches the advanced C++ features you need to know first
- Easy techniques based on real code examples
- Supercharge C++ code performance—and your own productivity!

Supercharge your C++ code! Master data structures and STL together!

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- Understanding STL extensible framework and components
- Working with STL: containers, iterators, and algorithms

- Dynamic memory allocation/deallocation
- STL-based portable solutions for array creation, element insertion/deletion, sorting, element output, and more
- Clean, seamless integration of iostreams and exception handling

Now's your chance to supercharge the performance and reliability of all your C++ code—and dramatically enhance your own productivity at the same time. *Data Structures with STL* shows you how—more simply and easily than you ever thought possible!

About the Author

WILLIAM MURRAY and CHRIS PAPPAS teach computer science at the B.C.C. campus of the S.U.N.Y. system in Binghamton, NY. They have co-authored over four dozen books on such programming topics as assembly language, Visual Basic, C and C++, HTML, Visual J++, Java, JavaScript, OS/2, Windows 95, Windows NT, and more. Their books have been translated into more than 25 languages.

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