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Founder, CareerMonk.com

Data Structures and Algorithms Made Easy in Java

Data Structures and Algorithmic Puzzles



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Data Structures And Algorithms Made Easy In Java

**CareerMonk Publications, Narasimha
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Data Structures And Algorithms Made Easy In Java:

Data Structures and Algorithms Made Easy in Java Narasimha Karumanchi, 2020 **Data Structures and Algorithms Made Easy** Narasimha Karumanchi, 2011-12

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Data Structures and Algorithms Made Easy Harry Hariom Choudhary, 2013-07-28 Best Selling Edition 2013 2014 Fully Updated and Revised Data Structures And Algorithms Made Easy Data Structure 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

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Data Structures and Algorithms in Java Michael T. Goodrich, Roberto Tamassia, Michael H. Goldwasser, 2014-03-27. The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tamassia, and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package: `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java, specifically designed for educational purposes in a way that is complementary with the Java Collections Framework.

Python Programming Dr. Narasimha Rao Thota, Soujanya Vummannagari, Dr. G. Lachiram, Dr. Subharun Pal, 2026-02-03. Python Programming introduces the fundamental concepts of programming using the Python language. The subject covers basic syntax, data types, operators, control structures, functions, and modules. It also includes object-oriented programming concepts, file handling, exception handling, and standard libraries. Emphasis is placed on problem-solving, algorithm development, and writing efficient, readable code. The course provides a

strong foundation for applications in data science web development automation artificial intelligence and software development

Algorithm Design Techniques Narasimha Karumanchi, 2018 Algorithm Design Techniques Recursion Backtracking Greedy Divide and Conquer and Dynamic Programming Algorithm Design Techniques is a detailed friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer What's Inside Enumeration of possible solutions for the problems Performance trade offs time and space complexities between the algorithms Covers interview questions on data structures and algorithms All the concepts are discussed in a lucid easy to understand manner Interview questions collected from the actual interviews of various software companies will help the students to be successful in their campus interviews Python based code samples were given the book *Introduction to Data Structures and Algorithms in Java* Kotiyana, 2018-12-30 Introduction to Data Structures and Algorithms in Java 2019 Edition This book is designed to be easy to read and understand although the topic itself is 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 an integrated development environment like Netbeans Take your first step towards a career in software development with this Introduction to Data Structures and Algorithms made easy in Java one of the most in demand programming languages and the foundation of the Android Designed for beginners this book will provide you with a basic foundation in syntax which is the first step towards becoming a successful Java developer You'll learn how computers make decisions and how Java keeps track of information through variables and data types You'll learn to create conditional statements functions and loops to process information and solve problems This book is for you You no longer have to waste your time and money trying to learn Java from boring Amazon Java books that are 1000 pages long expensive Java online courses or complicated Java tutorials that just leave you more confused and frustrated What this book offers Are you looking for a deeper understanding of the programming so that you can write code that is clearer more correct more robust and more reusable Look no further This Kindle Programming book was written as an answer for anyone to pick up Programming Language and be productive How is this book different You will be able to start from scratch without having any previous exposure to programming By the end of this book you will have the skills to be a capable programmer or at least know what is involved with how to read and write code Afterward you should be armed with the knowledge required to feel confident in learning more You should have general computer skills before you get started After this you'll know what it takes to at least look at code without your head spinning it is the best data structures and algorithms book for beginners What You Will Learn in This book Introduction Getting Started Setting Programming Environment Basic of Programming Terms Basic of Program Structures Variables Data Types and Keywords Methods and Operators Controlling Execution Arrays and Loops Object Oriented Programming Introduction to Algorithms and the Big O Notation Data Structures Network Programming Software Developer's Career Guide [Data Structures And Algorithms Made Easy](#)

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the ADT and uses the graphical elements found in Java when possible The beginning chapters provide the foundation on which everything else will be built These chapters define the essential concept of the abstract data type ADT and describe the tools used in the evaluation and analysis of data structures The book moves on to provide a detailed description of the two most important fundamental data abstractions the vector and the linked list providing an explanation of some of the more common variations on these fundamental ideas Next the material considers data structures applicable to problems in which the order that values are added to a collection is important followed by a consideration of the various different ways in which binary trees are used in the creation of data structures The last few chapters consider a sequence of more advanced data structures Most are constructed as adaptors built on top of earlier abstractions Hash tables are introduced first as a technique for implementing simple collections and later as a tool for developing efficient maps Lastly the graph data type is considered Here there are several alternative data structures presentations in common use and the emphasis in this chapter is more on the development and analysis of useful algorithms than on any particular data structure

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