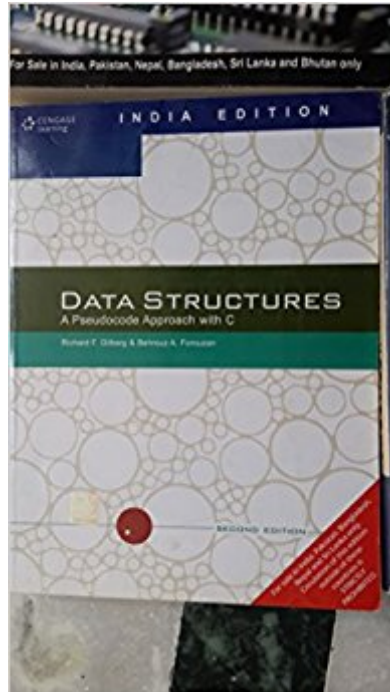# Data Structures: A Pseudocode Approach With C

Synopsis

This second edition expands upon the solid, practical foundation established in the first edition of the text. A new four-part organizational structure increases the usability of the text, and all material is presented in a straightforward manner accompanied by an array of examples and visual diagrams.

Book Information

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Customer Reviews

I am an instructor and I have used this book for the data structure course based on the recommendation of the department. After a few weeks I decided to replace it by Horowitz's "Fundamentals of Data structures in C". Really Gilberg's book is too bad. It make the subject too complicated. For example, it explains "stack" in 60+ pages long chapter! Really it gives the reader the impression that stack is a complex subject. In a nutshell, avoid this book! Go for Horowitz's book. It is more concise and easier to read.

I do see a lot of negative reviews, but here is my take. When you want to learn data structures, C is the worst language to learn it. The reason is you need to think a lot harder to understand how your program works. However, it is the best strategy to sharpen your thinking skills. This is a very good book to learn how to create data structures in C. I am not sure why it is used in a college curriculum. May be to make the students do some hard thinking and hence be better programmers in the field?For me, I am a professional programmer and I have done enough programming in C. I wanted to brush up my algorithm knowledge and also indulge in some good old C programming. Teaching data structures through C is a hard thing to do and I appreciate the authors making an attempt. The

way I went through the book is slowly and I worked out all the programs. The code looks good to me, obviously the authors are bit biased towards using C++ idioms. it is not that bad. To learn algorithms, what other choice you have? You need to get with the Sedgewick books. The latest version is in Java, but it is very hard to read through it. There are many other books that take a pseudo-code only approach. So I would recommend this to any one who has little bit more time and are familiar with programming. For beginners, this may not be the right book, if you want to catch up fast.

Don't be fooled by any of the positive and semi-positive reviews above, this book is half-baked, poorly detailed and in a number of exercises it is simply flat out wrong!How I wish I could contact the authors directly. While I'm sure they meant well, the result is pedestrian at best. The prose reads fairly well and the diagrams are well-printed and attractive but once you dive in and start trying to work through the many exercises... you'll soon realize the authors didn't give you adequate information to complete them.It is not uncommon for an exercise to refer to a method about which the authors have only described in 2-3 short sentences... and worse yet, the exercises frequently ask you to construct solutions based on a combination of methods; which would be great but nowhere in the book will you find even a single example to guide you along.The publisher's web site does provide a download file of the source-code but you'll soon find that the code is so flawed it won't even compile or build (even using the compilers the authors reference). Books says based on C yet much of the code is C++.Do yourself and your students a favor. Avoid this book at all costs. You'd enjoy using this book as much as a mechanic would enjoy a flawed and incomplete service manual.Lest you think I a hyper-skilled software engineer, please note that my review is based on my experience as a computer science student (undergraduate) with a 3.4 GPA.

I had to buy this book for my Data Structures class, and ended up not using it very much. Many of the examples were confusing or incomplete. Yet others were beaten to death and made overly complicated. The supplementary material for the class, which was only two to three pages on each data structure, was much easier to understand. Not recommended.

Very poorly written book. It goes over the concepts and theory but show absolutely no practical applications or how to implement the theory in code. Avoid at all costs!

I had to buy this book for a computer science course. Thankfully I got a refund on it when I tested

out of the course two weeks later. For those who are forced to learn the contents of this book, here is what to expect, as I read the entire book.Since I was already very familiar with most concepts (ie. actually programmed them), I have to say that no book has made me more confused or angry than this one. Ideas that are simple are obscured with inappropriate examples / wordings, so I actually had to read many paragraphs TWICE, to get the point of the author. Even the pictures are far from refined, and the presentation is quite amateur. There were several times I just wanted to throw the book at the wall in disgust.As a first (and unbelievable) example, from page 2 you are given the "Commandments" of good Pseudocode. One such rule is never to use identifiers such as 'i' or 'j', as they should instead be given an 'english' name such as 'student'. On page 6, we have the first code example, where they proceed to use 'i' and 'j' within the code. Then they explain that, oh yes, 'i' and 'j' is actually a loop tradition in C++! So we're already confused! By page 6. Now, the beautiful thing is that you can read this for yourself right now, with 's page excerpts. This sets the level of presentation for the rest of the book.My apologies to those who may like this book, but please take time to explore other books before this one. Programming is far easier than is explained in this book. At this level of programming development, a bad experience can be most discouraging. And this book is very, very bad.

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