

# Contents

Preface ix

Chapter Dependency Chart xi

## PART ONE

### Problem-Solving Techniques

#### 1 Principles of Programming and Software Engineering

##### 1.1 Software Engineering and Object-Oriented Design 4

- An Examination of Problem Solving 4
- Aspects of an Object-Oriented Solution 4
- Abstraction and Information Hiding 5
- Principles of Object-Oriented Programming 7
- Object-Oriented Analysis and Design 8
- Applying the UML to OOA/D 9
- The Software Life Cycle 19
- Iterative and Evolutionary Development 19
- Rational Unified Process Development Phases 20
- What About the Waterfall Method of Development? 23

##### 1.2 Achieving a Better Solution 24

- Evaluation of Designs and Solutions 24
- Operation Contracts 27
- Verification 29
- What Is a Good Solution? 32

##### 1.3 Key Issues in Programming 34

- Modularity 35
- Style 36
- Modifiability 45
- Ease of Use 47
- Fail-Safe Programming 48
- Debugging 53
- Testing 55

<b>2</b>	<b>Recursion: The Mirrors</b>	<b>65</b>
2.1	Recursive Solutions 66	
	A Recursive Valued Function: The Factorial of $n$ 69	
	A Recursive <i>void</i> Function: Writing a String Backward 76	
2.2	Counting Things 85	
	Multiplying Rabbits (The Fibonacci Sequence) 85	
	Organizing a Parade 87	
	Mr. Spock's Dilemma (Choosing $k$ Out of $n$ Things) 90	
2.3	Searching an Array 93	
	Finding the Largest Item in an Array 93	
	Binary Search 94	
	Finding the $k^{\text{th}}$ Smallest Item of an Array 98	
2.4	Organizing Data 102	
	The Towers of Hanoi 102	
2.5	Recursion and Efficiency 106	
<b>3</b>	<b>Data Abstraction: The Walls</b>	<b>121</b>
3.1	Abstract Data Types 122	
3.2	Specifying ADTs 127	
	The ADT List 128	
	The ADT Sorted List 133	
	Designing an ADT 134	
	Axioms (Optional) 139	
3.3	Implementing ADTs 141	
	C++ Classes 143	
	C++ Namespaces 152	
	An Array-Based Implementation of the ADT List 154	
	C++ Exceptions 160	
	An Implementation of the ADT List Using Exceptions 162	
<b>4</b>	<b>Linked Lists</b>	<b>171</b>
4.1	Preliminaries 172	
	Pointers 173	
	Dynamic Allocation of Arrays 180	
	Pointer-Based Linked Lists 182	
4.2	Programming with Linked Lists 184	
	Displaying the Contents of a Linked List 184	
	Deleting a Specified Node from a Linked List 186	
	Inserting a Node into a Specified Position of a Linked List 189	
	A Pointer-Based Implementation of the ADT List 194	
	Comparing Array-Based and Pointer-Based Implementations 202	
	Saving and Restoring a Linked List by Using a File 205	
	Passing a Linked List to a Method 208	
	Processing Linked Lists Recursively 209	
	Objects as Linked List Data 214	

<b>4.3</b>	<b>Variations of the Linked List</b>	<b>215</b>
	Circular Linked Lists	216
	Dummy Head Nodes	217
	Doubly Linked Lists	218
<b>4.4</b>	<b>Application: Maintaining an Inventory</b>	<b>221</b>
<b>4.5</b>	<b>The C++ Standard Template Library</b>	<b>227</b>
	Containers	228
	Iterators	229
	The Standard Template Library Class <i>list</i>	230
<b>5</b>	<b>Recursion as a Problem-Solving Technique</b>	<b>247</b>
<b>5.1</b>	<b>Backtracking</b>	<b>248</b>
	The Eight Queens Problem	248
	Implementing Eight Queens Using the STL Class <i>vector</i>	250
<b>5.2</b>	<b>Defining Languages</b>	<b>256</b>
	The Basics of Grammars	256
	Two Simple Languages	258
	Algebraic Expressions	260
<b>5.3</b>	<b>The Relationship Between Recursion and Mathematical Induction</b>	<b>270</b>
	The Correctness of the Recursive Factorial Function	270
	The Cost of Towers of Hanoi	271
<b>PART TWO</b>		
<b>Problem Solving with Abstract</b>		
<b>Data Types</b>		
		<b>283</b>
<b>6</b>	<b>Stacks</b>	<b>285</b>
<b>6.1</b>	<b>The Abstract Data Type Stack</b>	<b>286</b>
	Developing an ADT During the Design of a Solution	286
<b>6.2</b>	<b>Simple Applications of the ADT Stack</b>	<b>292</b>
	Checking for Balanced Braces	292
	Recognizing Strings in a Language	294
<b>6.3</b>	<b>Implementations of the ADT Stack</b>	<b>296</b>
	An Array-Based Implementation of the ADT Stack	297
	A Pointer-Based Implementation of the ADT Stack	301
	An Implementation That Uses the ADT List	305
	Comparing Implementations	308
	The Standard Template Library Class <i>stack</i>	309
<b>6.4</b>	<b>Application: Algebraic Expressions</b>	<b>311</b>
	Evaluating Postfix Expressions	311
	Converting Infix Expressions to Equivalent Postfix Expressions	313
<b>6.5</b>	<b>Application: A Search Problem</b>	<b>316</b>
	A Nonrecursive Solution That Uses a Stack	317
	A Recursive Solution	327

<b>6.6</b>	The Relationship Between Stacks and Recursion	<b>329</b>	
<b>7</b>	<b>Queues</b>		<b>343</b>
<b>7.1</b>	The Abstract Data Type Queue	<b>344</b>	
<b>7.2</b>	Simple Applications of the ADT Queue	<b>346</b>	
	Reading a String of Characters	346	
	Recognizing Palindromes	347	
<b>7.3</b>	Implementations of the ADT Queue	<b>348</b>	
	A Pointer-Based Implementation	349	
	An Array-Based Implementation	354	
	An Implementation That Uses the ADT List	361	
	The Standard Template Library Class <i>queue</i>	364	
	Comparing Implementations	367	
<b>7.4</b>	A Summary of Position-Oriented ADTs	<b>368</b>	
<b>7.5</b>	Application: Simulation	<b>369</b>	
<b>8</b>	<b>Advanced C++ Topics</b>		<b>387</b>
<b>8.1</b>	Inheritance Revisited	<b>388</b>	
	Public, Private, and Protected Inheritance	395	
	<i>Is-a</i> , <i>Has-a</i> , and <i>As-a</i> Relationships	395	
<b>8.2</b>	Virtual Methods and Late Binding	<b>398</b>	
	Abstract Base Classes	404	
<b>8.3</b>	Friends	<b>408</b>	
<b>8.4</b>	The ADTs List and Sorted List Revisited	<b>411</b>	
	Implementations of the ADT Sorted List That Use the ADT List	413	
<b>8.5</b>	Class Templates	<b>419</b>	
<b>8.6</b>	Overloaded Operators	<b>426</b>	
<b>8.7</b>	Iterators	<b>431</b>	
	Implementing the ADT List Using Iterators	433	
<b>9</b>	<b>Algorithm Efficiency and Sorting</b>		<b>445</b>
<b>9.1</b>	Measuring the Efficiency of Algorithms	<b>446</b>	
	The Execution Time of Algorithms	447	
	Algorithm Growth Rates	448	
	Order-of-Magnitude Analysis and Big O Notation	450	
	Keeping Your Perspective	454	
	The Efficiency of Searching Algorithms	456	
<b>9.2</b>	Sorting Algorithms and Their Efficiency	<b>458</b>	
	Selection Sort	459	
	Bubble Sort	462	
	Insertion Sort	464	
	Mergesort	466	
	Quicksort	472	
	Radix-Sort	484	
	A Comparison of Sorting Algorithms	486	
	The Standard Template Library Sorting Algorithms	487	

<b>10</b>	<b>Trees</b>	<b>499</b>
10.1	Terminology	500
10.2	The ADT Binary Tree	508
	Traversals of a Binary Tree	512
	Possible Representations of a Binary Tree	515
	A Pointer-Based Implementation of the ADT Binary Tree	519
10.3	The ADT Binary Search Tree	536
	Algorithms for the ADT Binary Search Tree Operations	539
	A Pointer-Based Implementation of the ADT Binary Search Tree	555
	The Efficiency of Binary Search Tree Operations	564
	Treesort	568
	Saving a Binary Search Tree in a File	569
	The STL Search Algorithms	572
10.4	General Trees	575
<b>11</b>	<b>Tables and Priority Queues</b>	<b>589</b>
11.1	The ADT Table	590
	Selecting an Implementation	595
	A Sorted Array-Based Implementation of the ADT Table	602
	A Binary Search Tree Implementation of the ADT Table	607
11.2	The ADT Priority Queue:	
	A Variation of the ADT Table	610
	Heaps	614
	A Heap Implementation of the ADT Priority Queue	623
	Heapsort	626
11.3	Tables and Priority Queues in the STL	630
	The STL Associative Containers	630
	The STL <i>priority_queue</i> Class and Heap Algorithms	638
<b>12</b>	<b>Advanced Implementations of Tables</b>	<b>649</b>
12.1	Balanced Search Trees	650
	2-3 Trees	651
	2-3-4 Trees	670
	Red-Black Trees	678
	AVL Trees	681
12.2	Hashing	686
	Hash Functions	690
	Resolving Collisions	693
	The Efficiency of Hashing	701
	What Constitutes a Good Hash Function?	704
	Table Traversal: An Inefficient Operation Under Hashing	706
	Implementing a <i>HashMap</i> Class Using the STL	707
12.3	Data with Multiple Organizations	710

<b>13</b>	<b>Graphs</b>	<b>721</b>
13.1	Terminology	722
13.2	Graphs as ADTs	725
	Implementing Graphs	726
	Implementing a Graph Class Using the STL	729
13.3	Graph Traversals	732
	Depth-First Search	733
	Breadth-First Search	736
	Implementing a BFS Class Using the STL	737
13.4	Applications of Graphs	740
	Topological Sorting	740
	Spanning Trees	743
	Minimum Spanning Trees	747
	Shortest Paths	749
	Circuits	754
	Some Difficult Problems	756
<b>14</b>	<b>Processing Data in External Storage</b>	<b>765</b>
14.1	A Look at External Storage	766
14.2	Sorting Data in an External File	769
14.3	External Tables	776
	Indexing an External File	779
	External Hashing	783
	B-Trees	787
	Traversals	797
	Multiple Indexing	799
<b>A</b>	<b>Review of C++ Fundamentals</b>	<b>807</b>
<b>B</b>	<b>ASCII Character Codes</b>	<b>880</b>
<b>C</b>	<b>C++ Header Files and Standard Functions</b>	<b>881</b>
<b>D</b>	<b>Mathematical Induction</b>	<b>887</b>
<b>E</b>	<b>Standard Template Library</b>	<b>893</b>
<b>F</b>	<b>C++ Documentation Systems</b>	<b>905</b>
	Glossary	909
	Answers to Self-Test Exercises	935
	Index	953