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Emphasizing abstract data types (ADTs) throughout, this work covers the containers and algorithms from the

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A Laboratory Course in C++ Data Structures

This book is designed for the way we learn. This text is intended for one year (or two-semester) course in "C

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programming and Data Structures". This is a very useful guide for undergraduate engineering and graduate students. Its clear analytic explanations in simple language also make it

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**suitable for study by
polytechnic students.
Beginners and professionals
alike will benefit from the
numerous examples and
extensive exercises developed
to guide readers through each**

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concept. Step-by-step program code clarifies the concept usage and syntax of C language constructs and the underlying logic of their application. Data structures are treated with algorithms,

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trace of the procedures and then programs. All data structures are illustrated with simple examples and diagrams. The concept of "learning by example" has been emphasized throughout

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the book. Every important feature of the language is illustrated in depth by a complete programming example. Wherever necessary, pictorial descriptions of concepts are included to

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facilitate better understanding. Exercises are included at the end of each chapter. The exercises are divided into three parts: (i) multiple-choice questions which test the understanding

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of the fundamentals and are also useful for taking competitive tests, (ii) questions and answers - these help the undergraduate students, and (iii) review questions and problems

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enhance the comprehension of the subject. Questions from GATE in Computer Science and Engineering are included to support the students who will be taking GATE examination. This is a revision of the market

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The design and analysis of
efficient data structures has**

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long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of

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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

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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

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**library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.
Schaum's Outline of Theory**

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Program Design and
Introductory Data Structures
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Manual**

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Standard Pascal Version Data Structures and Abstraction Using C

all about data structures and algorithms programs easily robust way. A data structure is a particular way of storing and

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organizing data in a computer so that it can be used efficiently. Different kinds of data structures are suited to different kinds of applications, and some are highly specialized to specific tasks. For example, B-trees are

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particularly well-suited for implementation of databases, while compiler implementations usually use hash tables to look up identifiers. Algorithms: These are the methods that perform useful computations, such as

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searching and sorting, on objects that implement collection interfaces. The algorithms are said to be polymorphic: that is, the same method can be used on many different implementations of the

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appropriate collection interface.
In essence, algorithms are
reusable functionality. Good
Programs There are a number of
facets to good programs: they
must run correctly run efficiently
be easy to read and understand

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presentation introduces readers to data structures via thirty, manageable chapters. KEY FeaturesTOPICS: Introduces each ADT in its own chapter, including examples or applications. Provides aA variety

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of exercises and projects, plus additional self-assessment questions throughout. the text Includes generic data types as well as enumerations, for-each loops, the interface Iterable, the class Scanner, assert

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statements, and autoboxing and unboxing. Identifies important Java code as a Listing. Provides NNotes and Pprogramming Ttips in each chapter. For programmers and software engineers interested in learning

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ornithology references ever written, Manual or Ornithology is a visual guide to the structure and anatomy of birds--a basic tool for investigation for anyone curious about the fascinating world of birds. A concise atlas of

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anatomy, it contains more than 200 specially prepared accurate and clear drawings that include material never illustrated before. The text is as informative as the drawings; written at a level appropriate to undergraduate

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students and to bird lovers in general, it discusses why birds look and act the way they do. Designed to supplement a basic ornithology textbook, the Manual of Ornithology covers systematics and evolution,

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topography, feathers and flight, the skeleton and musculature, and the digestive, circulatory, respiratory, excretory, reproductive, sensory, and nervous systems of birds, as well as field techniques for watching

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and studying birds. Each chapter concludes with a list of key references for the topic covered, with a comprehensive bibliography at the end of the volume.

Data Structures, Algorithms, and

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Applications in C++
Manual of Ornithology
Fundamentals of Data Structures
Using Java
Lab Manual for Data Structures
and Abstractions with Java
The Algorithm Design Manual

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Recent advances in imaging technology reveal, in real time and great detail, critical changes in living cells and organisms. This manual is a compendium of emerging techniques, organized into two parts: specific methods

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such as fluorescent labeling, and delivery and detection of labeled molecules in cells; and experimental approaches ranging from the detection of single molecules to the study of dynamic processes in organelles, organs, and whole

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animals. Although presented primarily as a laboratory manual, the book includes introductory and background material and could be used as a textbook in advanced courses. It also includes a DVD containing movies of

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living cells in action, created by investigators using the imaging techniques discussed in the book. The editors, David Spector and Robert Goldman, whose previous book was Cells: A Laboratory Manual, are highly respected

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**investigators who have
taught microscopy courses at
Cold Spring Harbor
Laboratory, the Marine
Biology Laboratory at Woods
Hole, and Northwestern
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This manual is specially**

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written for Students who are interested in understanding Structured Query Language and PL-SQL concepts in the Computer Engineering and Information technology field and wants to gain enhance knowledge about power of

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SQL Language in Relational Database Management System Development. The manual covers practical point of view in all aspects of SQL and PL/SQL including DDL, DML, DCL sublanguages, also there are practices for Views,

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Condition and Loop
Structures, Functions and
Procedures, Cursor, Triggers,
Locks are illustrated using
best examples
An introduction to data**

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**organization includes
discussions of algorithms,
arrays, string processing,
linked lists, and binary trees**

**C & Data Structures
Problem Solving with
Algorithms and Data
Structures Using Python**

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DBMS Lab Manual **The Data Science Design** **Manual** **An Introduction to Data** **Structures**

This laboratory manual is prepared by
S.Ranjithkumar, AP, Department of
Computer Science and Engineering for

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PROGRAMMING & DATA STRUCTURES LABORATORY - II (CS-6311). This lab manual can be used as instructional book for students, staff and instructors to assist in performing and understanding the experiments. In this manual, experiments as per syllabus are described and additionally the pre-

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requisite and viva-voce questions are displayed.

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

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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

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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

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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

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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.

This engaging and clearly written

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textbook/reference provides a must-have introduction to the rapidly emerging interdisciplinary field of data science. It focuses on the principles fundamental to becoming a good data scientist and the key skills needed to build systems for collecting, analyzing, and interpreting data. The Data Science Design Manual is

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a source of practical insights that highlights what really matters in analyzing data, and provides an intuitive understanding of how these core concepts can be used. The book does not emphasize any particular programming language or suite of data-analysis tools, focusing instead on high-level discussion of

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important design principles. This easy-to-read text ideally serves the needs of undergraduate and early graduate students embarking on an “ Introduction to Data Science ” course. It reveals how this discipline sits at the intersection of statistics, computer science, and machine learning, with a distinct heft and character

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of its own. Practitioners in these and related fields will find this book perfect for self-study as well. Additional learning tools: Contains “ War Stories, ” offering perspectives on how data science applies in the real world Includes “ Homework Problems, ” providing a wide range of exercises and projects for self-study

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Provides a complete set of lecture slides and online video lectures at www.data-manual.com Provides “ Take-Home Lessons, ” emphasizing the big-picture concepts to learn from each chapter Recommends exciting “ Kaggle Challenges ” from the online platform Kaggle Highlights “ False Starts, ”

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revealing the subtle reasons why certain approaches fail Offers examples taken from the data science television show “ The Quant Shop ” (www.quant-shop.com)

Experiments in Java

Data Structures Using C & C++

Fundamentals of Program Design and

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Data Structures in Java

Data Structures and Algorithms Programs

A Laboratory Course in C++ Data

Structures, Second Edition assumes

that students are familiar with the

following C++ constructs; built-in

simple data types, stream I/O as

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provided in , stream I/O as provided in , control structures while, do-while, for, if, and switch, user-defined functions with value and reference parameters, and built-in array types. bull;
bull;CS2/C102 with C++ bull;Data Structures with C++

This book is designed for the way we

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learn. This text is intended for one year (or two-semester) course in C Programming and Data Structures . This is a very useful guide for undergraduate and graduate engineering students. Its clear analytic explanations in simple language also make it suitable for study by

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polytechnic students. Beginners and professionals alike will benefit from the numerous examples and extensive exercises developed to guide readers through each concept. Step-by-step program code clarifies the concept usage and syntax of C language constructs and the underlying logic of

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their applications. Data structures are treated with algorithms, trace of the procedures and then programs. All data structures are illustrated with simple examples and diagrams. The concept of learning by example has been emphasized throughout the book. Every important feature of the

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language is illustrated in depth by a complete programming example. Wherever necessary, pictorial descriptions of concepts are included to facilitate better understanding. The common C programs for the C & Data Structures Laboratory practice appended at the end of the book is a

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new feature of this edition. Exercises are included at the end of each chapter. The exercises are divided in three parts: (i) multiple-choice questions which test the understanding of the fundamentals and are also useful for taking competitive tests, (ii) questions and

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answers to help the undergraduate students, and (iii) review questions and problems to enhance the comprehension of the subject. Questions from GATE in Computer Science and Engineering are included to support the students who will be taking GATE examination.

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C++ Data Structures: A Laboratory Course exemplifies the active learning experience. With a dynamic learn-by-doing focus, this laboratory manual encourages students to explore data structures by implementing them, a process through which students discover how data structures work and

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how they can be applied. Providing a framework that offers feedback and support, this text challenges students to exercise their creativity in both programming and analysis. Topics covered include: Text ADT, BlogEntry ADT, Stack ADT, Heap ADT, Weighted Graph ADT, and much

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A Laboratory Course

Lab Manual

Fundamentals of Database Systems

A Laboratory Manual

C++ Data Structures: a Laboratory
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to-date and easy-to-use text on data structures and algorithms that is intended for undergraduates in computer science and information science. The

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thirteen chapters,
written by an
international group of
experienced teachers,
cover the fundamental
concepts of algorithms
and most of the

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important data structures as well as the concept of interface design. The book contains many examples and diagrams. Whenever appropriate, program

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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

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website at www.cs.pitt.edu/~jung/GrowingBook/,
so that both teachers
and students can benefit
from their expertise.

Engaged Learning for
Programming in C++: A

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Laboratory Course takes an interactive, learn-by-doing approach to programming, giving students the ability to discover and learn programming through a no-

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frills, hands-on learning experience. In each laboratory exercise, students create programs that apply a particular language feature and

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problem solving technique. As they create these programs, they learn how C++ works and how it can be applied. Object-Oriented Programming (OOP) is

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by doing"--a core philosophy at Deitel & Associates, Inc. It contains comprehensive lab activities for Chapters 1 through 8 of the book and suggested

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labs for the remainder of the book. The labs assume that users will take approximately 2 hours of closed lab time, and each comprehensive lab

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includes objectives, key concepts, a lab activity, conclusions, and assignments. The Lab Manual also contains electronic files for all the necessary program

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strings, classes and data abstraction, operator overloading, inheritance, virtual functions, polymorphism, I/O, templates, exception handling, file

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processing, data structures, and more. It also includes a detailed introduction to Standard Template Library (STL) containers, container adapters, algorithms,

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wants to learn C++, improve their existing C++ skills, and master object-oriented development with C++. Data Structures and Algorithms in Java

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C++

Data Structures and
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and Problem Solving with
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PROGRAMMING and DATA
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***Data Structures & Theory of
Computation***

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Structures through Java. This is a very useful guide for graduate and undergraduate students and teachers of Computer Science. This modern object-oriented approach to data structures helps students make the transition from a first course in

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programming to an integrated understanding of data structures and their applications. Carefully developing topics with sufficient detail, this text enables students to learn about concepts on their own, offering instructors' flexibility and

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allowing them to use the text as lecture reinforcement. It includes an exhaustive introduction to algorithms, an integral part of understanding data structures, and uses Java syntax and structure in the design of data structures. Its breadth of

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coverage insures that data structures and algorithms are carefully and comprehensively discussed.

This lab manual is appropriate for any Introduction to Programming course that uses the Java programming language.

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Its hands-on exercises are intended to help students improve their understanding of the fundamental structures in Java. The order of the topics in this manual reflects an objects-first approach with the goal of helping students understand the

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object-oriented paradigm. This manual is divided into three parts. The first part presents the core of the Java language. These six sessions provide experience with core features and principles of the Java programming language. They provide enough

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breadth and depth for readers to learn more of Java on their own or in later courses. The second part of the manual helps students explore issues pertaining to algorithms. Recursion is considered here, as well important searching

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algorithms. Finally, methods of algorithm analysis are examined. The final part of the manual covers a number of additional topics that are not described in the core sessions such as graphics, inheritance, and object design. Features Includes

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***eighteen laboratories, each with:
Introductory Material New Skills
that students will develop in the
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ensure students are prepared for
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exercises Discussion of topics***

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***covered in the laboratory session
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Problems to enhance
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Comprehensive treatment focuses on creation of efficient data structures and algorithms and selection or design of data structure best suited to specific problems. This edition uses Java as the programming

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methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-

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chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik's experience further strengthen the reader's understanding of problem solving and program design in this

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new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond.

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Now in its second edition, D.S. Malik brings his proven approach to C++ programming to the CS2 course.

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Clearly written with the student in mind, this text focuses on Data Structures and includes advanced topics in C++ such as Linked Lists and the Standard Template Library (STL). The text features abundant visual diagrams, examples, and

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extended Programming Examples, all of which serve to illuminate difficult concepts. Complete programming code and clear display of syntax, explanation, and example are used throughout the text, and each chapter concludes with a

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robust exercise set. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

C++ Programming: From Problem Analysis to Program Design

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