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Programming Interviews Exposed
Packt Publishing Ltd

The pressure is on during the interview process but with the right preparation, you can walk away with your dream job. This classic book uncovers what interviews are really like at America's top software and computer companies and provides you with the tools to succeed in any situation. The authors take you step-by-step through new problems and

complex brainteasers they were asked during recent technical interviews. 50 interview scenarios are presented along with in-depth analysis of the possible solutions. The problem-solving process is clearly illustrated so you'll be able to easily apply what you've learned during crunch time. You'll also find expert tips on what questions to ask, how to approach a problem, and how to recover if you become stuck. All of this will help you ace the interview and get the job you want. What you will learn from this book Tips for effectively completing the job application Ways to prepare for the entire programming interview process How to find the kind of programming job that fits you best Strategies for choosing a solution and what your approach says about you How to improve your interviewing skills so that you can respond to any question or situation Techniques for solving knowledge-based problems, logic puzzles, and programming problems Who this book is for This book is for programmers and developers applying for jobs in the software industry or in IT departments of major corporations. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.
Standard C++ with Object-oriented Programming John Wiley & Sons

Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for today's web and mobile apps. Take a practical approach to data structures and algorithms, with techniques and real-world scenarios that you can use in your daily production code, with examples in JavaScript, Python, and Ruby. This new and revised second edition features new chapters on recursion, dynamic programming, and using Big O in your daily work. Use Big O notation to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster

than the alternatives. Dig into advanced data structures such as binary trees and graphs to help scale specialized applications such as social networks and mapping software. You'll even encounter a single keyword that can give your code a turbo boost. Practice your new skills with exercises in every chapter, along with detailed solutions. Use these techniques today to make your code faster and more scalable.

The Chinese Way to Wealth and Prosperity: 8 Timeless Strategies for Achieving Financial Success Object-oriented Programming in C++ 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 language.

Java 9 Data Structures and Algorithms Pearson Education India

Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy!

From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

C++ Programming (2Nd Ed.) Pearson Education

Professionals, students and computer hackers will all appreciate this new guide's thorough but focused approach to learning C++. The author of the bestselling Turbo C Programming for the IBM (250,000 copies in print) teaches object-oriented programming from the ground up. Abstraction, Specification, and Object-Oriented Design Jones & Bartlett Publishers Object-Oriented Programming in C++ begins with the basic principles of the C++ programming language and systematically introduces increasingly advanced topics while illustrating the OOP methodology. While the structure of this book is

similar to that of the previous edition, each chapter reflects the latest ANSI C++ standard and the examples have been thoroughly revised to reflect current practices and standards. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

A Practical Approach to Computer Algorithms Courier Corporation

Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.

Big Java Jones & Bartlett Learning

With the surge of popularity of PHP 5, object-oriented programming is now an important consideration for PHP developers. This version-neutral book is a gentle introduction to object-oriented programming (OOP) that won't overburden you with complex theory. It teaches you the essential basics of OOP that you'll need to know before moving onto a more advanced level, and includes a series of prepackaged scripts that you can incorporate into your existing sites with the minimum of effort. It shows how object-oriented programming can be used to create reusable and

portable code by walking you through a series of simple projects. The projects feature the sorts of things developers run up against every day, and include a validator for filtering user input, a simple Date class that avoids the need to remember all the esoteric format codes in PHP, and an XML generator. Teaches the fundamentals of OOP Simple projects show how OOP concepts work in the real world Prepackaged scripts can easily be added to your own projects

Data Structures and Algorithm Analysis in Java, Third Edition Cengage Learning

Object Oriented Programming with C++ and JAVA, 1e, has been designed to enable novice programmers to enhance their programming skills. The book provides numerous solved programs and review questions which enables the student to understand and test their programming skills. The illustrative approach and clear and precise presentation making it an ideal book for students.

C++ Crash Course Createspace Independent Publishing Platform

This compact book presents a clear and thorough introduction to the object-oriented paradigm using the C++ language. It introduces the readers to various C++ features that support object-oriented programming (OOP) concepts. In an easy-to-comprehend format, the text teaches how to start and compile a C++ program and discusses the use of C++ in OOP. The book covers the full range of object-oriented topics, from the fundamental

features through classes, inheritance, polymorphism, template, exception handling and standard template library. KEY FEATURES · Includes several pictorial descriptions of the concepts to facilitate better understanding. · Offers numerous class-tested programs and examples to show the practical application of theory. · Provides a summary at the end of each chapter to help students in revising all key facts. The book is designed for use as a text by undergraduate students of engineering, undergraduate and postgraduate students of computer applications, and postgraduate students of management.

An Active Learning Approach Prentice Hall "Even connecting a few programs across a few sockets is plain nasty when you start to handle real life situations. Trillions? The cost would be unimaginable. Connecting computers is so difficult that software and services to do this is a multi-billion dollar business. So today we're still connecting applications using raw UDP and TCP, proprietary protocols, HTTP, Websockets. It remains painful, slow, hard to scale, and essentially centralized. To fix the world, we needed to do two things. One, to solve the general problem of "how to connect any code to any code, anywhere." Two, to wrap that up in the simplest possible building blocks that people could understand and use easily. It sounds ridiculously simple. And maybe it is. That's kind of the whole point." If you are a programmer and you aim to build large systems, in any language, then Code Connected is essential reading. Code Connected Volume 1 takes you through learning ZeroMQ, step-

by-step, with over 80 examples. You will learn the basics, the API, the different socket types and how they work, reliability, and a host of patterns you can use in your applications. This is the Professional Edition for C/C++.

A Fast-Paced Introduction Jones & Bartlett Publishers

Written by a world-renowned expert on programming methodology, and the winner of the 2008 Turing Award, this book shows how to build production-quality programs--programs that are reliable, easy to maintain, and quick to modify. Its emphasis is on modular program construction: how to get the modules right and how to organize a program as a collection of modules. The book presents a methodology effective for either an individual programmer, who may be writing a small program or a single module in a larger one; or a software engineer, who may be part of a team developing a complex program comprised of many modules. Both audiences will acquire a solid foundation for object-oriented program design and component-based software development from this methodology. Because each module in a program corresponds to an abstraction, such as a collection of documents or a routine to search the collection for documents of interest, the book first explains the kinds of abstractions most useful to programmers: procedures; iteration abstractions; and, most critically, data abstractions. Indeed, the author treats data abstraction as the central paradigm in object-oriented program design and implementation. The author also shows, with numerous examples, how to

develop informal specifications that define these abstractions--specifications that describe what the modules do--and then discusses how to implement the modules so that they do what they are supposed to do with acceptable performance. Other topics discussed include: Encapsulation and the need for an implementation to provide the behavior defined by the specification Tradeoffs between simplicity and performance Techniques to help readers of code understand and reason about it, focusing on such properties as rep invariants and abstraction functions Type hierarchy and its use in defining families of related data abstractions Debugging, testing, and requirements analysis Program design as a top-down, iterative process, and design patterns The Java programming language is used for the book's examples. However, the techniques presented are language independent, and an introduction to key Java concepts is included for programmers who may not be familiar with the language.

OOPS USING C++ AND JAVA John Wiley & Sons Robert Sedgewick has thoroughly rewritten and substantially expanded and updated his popular work to provide current and comprehensive coverage of important algorithms and data structures. Christopher Van Wyk and Sedgewick have developed new C++ implementations that both express the methods in a concise and direct manner, and also provide programmers with the practical means to test them on real applications. Many new algorithms are presented, and the explanations of each algorithm are much more detailed than in previous editions. A new text design and detailed,

innovative figures, with accompanying commentary, greatly enhance the presentation. The third edition retains the successful blend of theory and practice that has made Sedgewick's work an invaluable resource for more than 250,000 programmers! This particular book, Parts 1n4, represents the essential first half of Sedgewick's complete work. It provides extensive coverage of fundamental data structures and algorithms for sorting, searching, and related applications. Although the substance of the book applies to programming in any language, the implementations by Van Wyk and Sedgewick also exploit the natural match between C++ classes and ADT implementations. Highlights Expanded coverage of arrays, linked lists, strings, trees, and other basic data structures Greater emphasis on abstract data types (ADTs), modular programming, object-oriented programming, and C++ classes than in previous editions Over 100 algorithms for sorting, selection, priority queue ADT implementations, and symbol table ADT (searching) implementations New implementations of binomial queues, multiway radix sorting, randomized BSTs, splay trees, skip lists, multiway tries, B trees, extendible hashing, and much more Increased quantitative information about the algorithms, giving you a basis for comparing them Over 1000 new exercises to help you learn the properties of algorithms Whether you are learning the algorithms for the first time or wish to have up-to-date reference material that incorporates new programming styles with classic and new algorithms, you will find a wealth of useful information in this book.

Data Structures and Algorithms in Java

Createspace Independent Pub

Data Structures & Theory of Computation

Learning ZeroMQ Wait Groupe Press

Strengthen your understanding of data structures and their algorithms for the foundation you need to successfully design, implement and maintain virtually any software system. Theoretical, yet practical,

DATA STRUCTURES AND

ALGORITHMS IN C++, 4E by experienced

author Adam Drosdek highlights the fundamental connection between data structures and their algorithms, giving equal weight to the practical implementation of data structures and the theoretical analysis of algorithms and their efficiency. This edition provides critical new coverage of treaps, k-d trees and k-d B-trees, generational garbage collection, and other advanced topics such as

sorting methods and a new hashing technique. Abundant C++ code examples and a variety of case studies provide valuable insights into data structures implementation.

DATA STRUCTURES AND

ALGORITHMS IN C++ provides the balance of theory and practice to prepare readers for a variety of applications in a

modern, object-oriented paradigm. Important Framework.

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Object-Oriented Programming In Microsoft C + + Packt Publishing Ltd

Data Structures & Theory of Computation
Java" Puzzlers: Traps, Pitfalls, And Corner Cases Pearson Education

The design and analysis of efficient data structures has 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 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 complimentary with the Java Collections

Secrets to Landing Your Next Job Pearson Education India

Best selling author Bruce Eckel has joined forces with Chuck Allison to write Thinking in C++, Volume 2, the sequel to the highly received and best selling Thinking in C++, Volume 1. Eckel is the master of teaching professional programmers how to quickly learn cutting edge topics in C++ that are glossed over in other C++ books. In Thinking in C++, Volume 2, the authors cover the finer points of exception handling, defensive programming and string and stream processing that every C++ programmer needs to know. Special attention is given to generic programming where the authors reveal little known techniques for effectively using the Standard Template Library. In addition, Eckel and Allison demonstrate how to apply RTTI, design patterns and concurrent programming techniques to improve the quality of industrial strength C++ applications. This book is targeted at programmers of all levels of experience who want to master C++.

Algorithms in C++, Parts 1-4 Berrett-Koehler Publishers

A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading C++ Crash Course, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for intermediate to advanced programmers, C++ Crash Course cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including:

- Fundamental types, reference types, and user-defined types
- The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm
- Compile-time polymorphism with templates and

- run-time polymorphism with virtual classes
- Advanced expressions, statements, and functions
- Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities
- Containers, iterators, strings, and algorithms
- Streams and files, concurrency, networking, and application development

With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you build a strong C++ foundation.

Object-Oriented Data Structures Using Java
John Wiley & Sons

An updated, innovative approach to data structures and algorithms. Written by an author team of experts in their fields, this authoritative guide demystifies even the most difficult mathematical concepts so that you can gain a clear understanding of data structures and algorithms in C++. The unparalleled author team incorporates the object-oriented design paradigm using C++ as the implementation language, while also providing intuition and analysis of fundamental algorithms. Offers a unique multimedia format for learning the fundamentals of data structures and algorithms. Allows you to visualize key analytic concepts, learn about the most recent insights in the field, and do data structure design. Provides clear approaches for developing programs. Features a clear, easy-to-understand writing style that

breaks down even the most difficult mathematical concepts. Building on the success of the first edition, this new version offers you an innovative approach to fundamental data structures and algorithms.