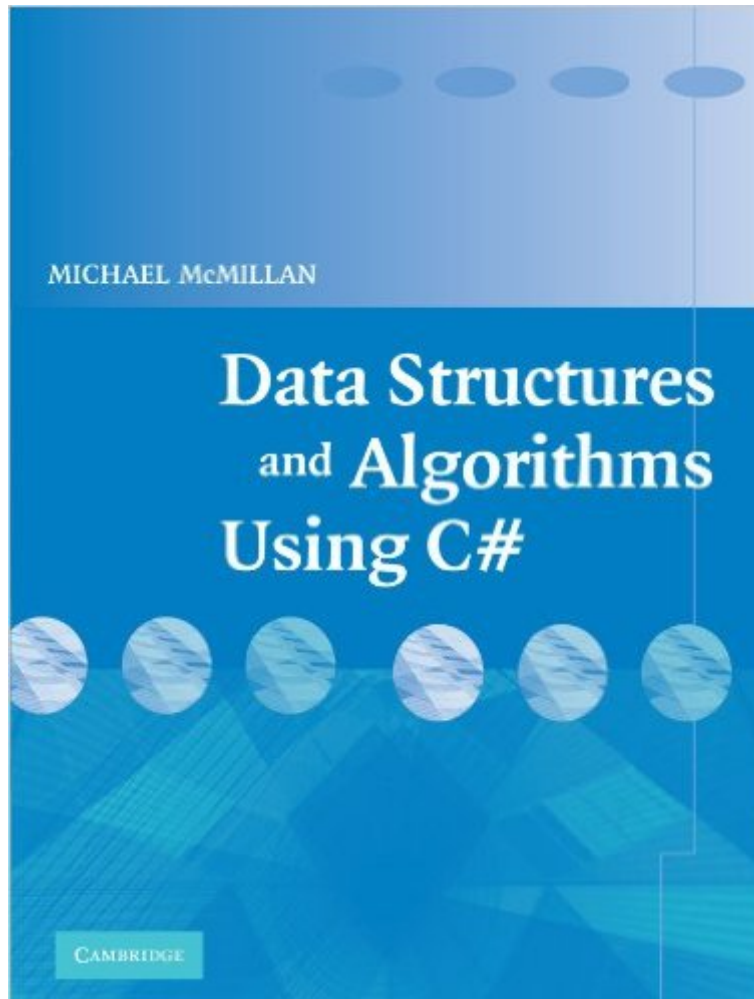The book was found

Data Structures And Algorithms Using C#

Synopsis

C# programmers: no more translating data structures from C++ or Java to use in your programs! Mike McMillan provides a tutorial on how to use data structures and algorithms plus the first comprehensive reference for C# implementation of data structures and algorithms found in the .NET Framework library, as well as those developed by the programmer. The approach is very practical, using timing tests rather than Big O notation to analyze the efficiency of an approach. Coverage includes arrays and array lists, linked lists, hash tables, dictionaries, trees, graphs, and sorting and searching algorithms, as well as more advanced algorithms such as probabilistic algorithms and dynamic programming. This is the perfect resource for C# professionals and students alike.

Book Information

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Average Customer Review: 1.8 out of 5 starsÂ Â See all reviewsÂ (34 customer reviews)

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Customer Reviews

This book had the potential to be great but missed it's mark. The number of coding and textual errors is just too great for a book of this type. In addition, the coverage of the 'primitive' array and ArrayList items is, I feel incomplete...they're used a whole lot but how they're actually implemented isn't even touched upon (yes, they're language features...but it'd be nice to get some sort of insight here!).I had such high hopes for this book; one which was missing from the C# armoury and essential to those of us who don't have a conventional Comp Sci background. This book just doesn't cut it...a second edition with better coverage and VASTLY better editing is needed.Reading more, wish I could change my rating to 1 star (doesn't seem to allow this...). This is just an insulting book for the price...the number of errors and inaccuracies is remarkable...don't buy this!

So, I sat down to read this book thinking it might have some good insights into using C# for common data algorithms. However, it has become a great source of comedic relief for me, my friends and colleagues. The programming errors are hilarious! My favorite, by far, is on page 255 where the code sample reads like this:public class Node { Public int data; public void Node(ByVal key As Integer) { data = key;}}Nice mixture of C# and VB.NET in one line of code there. It seems to me that this person doesn't know C# at all.How did this book ever get published? How does this author keep it published? Why did I buy it?Well, Mike, thanks for the laughs!I think the epilogue should contain the following code example:public class BookAuthor{ public BookAuthor(bool knowsCSharp) { if(knowsCSharp) knowsCSharp = false; // who am I kidding! - MM } public void WriteBook() { WriteSomeStuff(); } public void EditBook() { return; // I am a C# GOD!! - MM } public void PublishBook() { try { SendToPublisherAndMakeSale(); } catch(BookIsHorribleException ex) { // just ignore this and keep trying.... - MM PublishBook(); } }}

About half way through the book, and I am sadly disapointed and am beginning to wish I hadn't purchased this book. The examples printed in the book are grossly incorrect, variables used in the examples where something entirely different is referred to in the text, syntactically incorrect variables in a lot of the examples, and figures are even in consistent. I looked through the pages for an author email addy or someplace to go for eratta, but could find no such thing. I will keep reading through this but its costing me more work trying to figure out what the author really meant then the amount of information I am getting back in return... they really should have proof read this one a little better... my recommendation... do not buy it, or at least until they have fixed the errors.

I'm sorry to say that as somebody who has worked in this industry for about 8 years but came to it without a Computer Science degree, using this book to round out any final knowledge of things like data structures and algorithms was not very helpful. Sure it had chapters about things like sorting and searching (bubble sort, selection sort, BSTs etc.), but the presentation is pretty awful. Basically, it seems like this book might be good for Michael McMillan to be teaching a classroom with where he can have everybody follow along while he explains the notes in his book on the whiteboard, but don't try to use this book and try to learn on your own, he doesn't know how to teach very well.Basically, he would quickly talk about a concept and then show a code sample. He did not walk through what was in the code or how he arrived at the code or what the point of the code was. He merely talked about the patterns of say a bubble sort, and then showed you a sample piece of code

and left you to figure out how that might acheive those results. You are not going to be able to learn what the code's intent is by simply pushing a sample in front of some one and say "here look, i did this, so do only and exactly this next time."It also seems to demonstrate his inability to get this book done. Note that the release date for this book got moved back time and time again, and it appears as though finally he just slapped the minimialistic amount of required content together to be able to say he completed the book.Finally, anyone and everyone who has commented that his code samples are error prone are absolutely correct. I'm not entirely sure that this book was editted. There are constant mistakes throughout the dialog as well as the mistakes in code and I feel sorry for any beginners or C# newbies that are trying to make sense of what he left on paper.In short, there are other books out there, but if you're set on learning algorithms for C#, there appear to be other books on the way.I certainly hope that Michael McMillan is at least disappointed with his own efforts here. He really let himself and the developer community down with this offering.

I looked at the book for author's email address: None.I looked at the Cambridge book site for kind of feedback form: None.I wonder. Is this book written by a computer programmer?Or perhaps the author has ingeniously left many errors in the programs so readers exercise the skills of finding bugs.

Intersting topic, wish it was a good book, but don't waste your money. No exaggeration, every page has at least one error. It seems as though the person writing the code and the person writing the text never talked to each other.Sure, most of the errors are small, but I'd move on to another book. Data structures are best learned in c/c++ anyway. Get a c++ data structure book, then read about c# collections online and you're done.

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