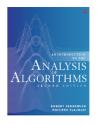


- Algorithms, 4th edition
 - 1. Fundamentals
 - 1.1 Programming Model
 - 1.2 Data Abstraction
 - 1.3 Stacks and Queues
 - 1.4 Analysis of Algorithms
 - 1.5 Case Study: Union-Find
 - 2. Sorting
 - 2.1 Elementary Sorts
 - 2.2 Mergesort
 - 2.3 Quicksort
 - 2.4 Priority Queues
 - 2.5 Sorting Applications
 - 3. Searching
 - 3.1 Symbol Tables
 - 3.2 Binary Search Trees
 - 3.3 Balanced Search Trees
 - 3.4 Hash Tables
 - 3.5 Searching Applications
 - 4. Graphs
 - 4.1 Undirected Graphs
 - 4.2 Directed Graphs
 - 4.3 Minimum Spanning Trees
 - 4.4 Shortest Paths
 - o <u>5. Strings</u>
 - <u>5.1 String Sorts</u>
 - <u>5.2 Tries</u>
 - 5.3 Substring Search
 - <u>5.4 Regular Expressions</u>
 - 5.5 Data Compression
 - 6. Context
 - 6.1 Event-Driven Simulation
 - <u>6.2 B-trees</u>
 - 6.3 Suffix Arrays
 - 6.4 Maxflow
 - 6.5 Reductions
 - 6.6 Intractability
- Related Booksites



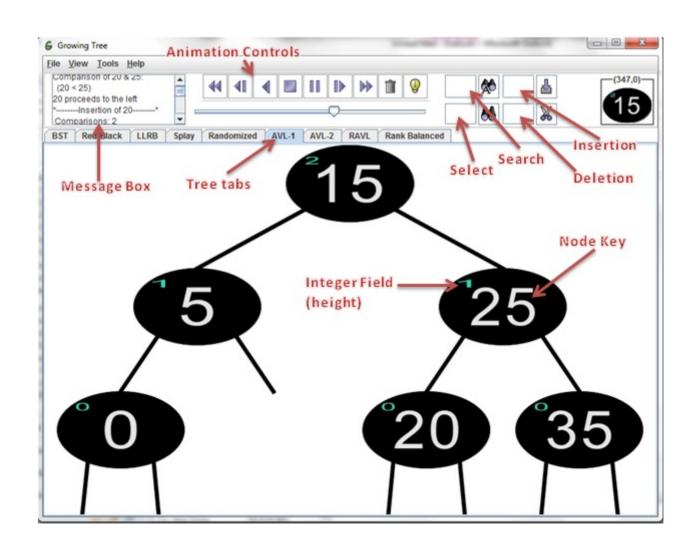


- Web Resources
- FAO
- Data
- Code
- Errata
- <u>Lectures</u>
- Cheatsheet
- References
- Online Course
- Programming Assignments

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Growing Tree: A Binary Search Tree Visualization



- Launch using Java Web Start.
- Download as an executable jar.
- **Download** the Java source code.
- **Browse** the Java source code.
- View the javadoc.

This software was written by Corey Sanders '04 in 2002, under the supervision of Bob Sedgewick and Kevin Wayne. It was updated by Jeffrey Hodes '12 in 2010. It was expanded to include an API for creating visualizations of new BST's in 2011 by Josh Israel '11. Instructors are welcome to use this application, but if you do so, please include a link back to this page. It requires <u>Java 5.0 or newer</u>.

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