

Contents

Preface xv

Chapter Dependency Chart xviii

PART ONE

Problem-Solving Techniques 1

1 Review of Java Fundamentals 3

- 1.1 Program Structure 4**
 - Packages 4
 - Classes 6
 - Data Fields 7
 - Methods 8
 - How to Access Members of an Object 10
- 1.2 Language Basics 11**
 - Comments 11
 - Identifiers and Keywords 11
 - Variables 12
 - Primitive Data Types 12
 - References 13
 - Literal Constants 14
 - Named Constants 14
 - Assignments and Expressions 15
 - Arrays 18
- 1.3 Selection Statements 22**
 - The *if* Statement 22
 - The *switch* Statement 23
- 1.4 Iteration Statements 24**
 - The *while* Statement 24
 - The *for* Statement 25
 - The *do* Statement 28
- 1.5 Useful Java Classes 28**
 - The *Object* Class 29
 - String Classes 29

1.6	Java Exceptions	34	
	Catching Exceptions	34	
	Throwing Exceptions	41	
1.7	Text Input and Output	43	
	Input	43	
	Output	45	
1.8	File Input and Output	48	
	Text Files	49	
	Object Serialization	57	
	Summary	60	Cautions 63
2	Principles of Programming and Software Engineering		65
2.1	Problem Solving and Software Engineering	66	
	What Is Problem Solving?	66	
	The Life Cycle of Software	67	
	What Is a Good Solution?	76	
2.2	Achieving an Object-Oriented Design	78	
	Abstraction and Information Hiding	78	
	Object-Oriented Design	81	
	Functional Decomposition	83	
	General Design Guidelines	84	
	Modeling Object-Oriented Designs Using UML	85	
	Advantages of an Object-Oriented Approach	88	
2.3	A Summary of Key Issues in Programming	89	
	Modularity	90	
	Modifiability	92	
	Ease of Use	93	
	Fail-Safe Programming	94	
	Style	100	
	Debugging	104	
	Summary	107	Cautions 108 Self-Test Exercises 108
	Exercises	108	Programming Problems 111
3	Recursion: The Mirrors		113
3.1	Recursive Solutions	114	
	A Recursive-Valued Method: The Factorial of n	117	
	A Recursive <i>void</i> Method: Writing a String Backward	124	
3.2	Counting Things	135	
	Multiplying Rabbits (The Fibonacci Sequence)	135	
	Organizing a Parade	137	
	Mr. Spock's Dilemma (Choosing k out of n Things)	140	
3.3	Searching an Array	142	
	Finding the Largest Item in an Array	143	
	Binary Search	144	
	Finding the k^{th} Smallest Item in an Array	148	

3.4	Organizing Data	152
	The Towers of Hanoi	152
3.5	Recursion and Efficiency	156
	<i>Summary</i>	162
	<i>Cautions</i>	163
	<i>Self-Test Exercises</i>	163
	<i>Exercises</i>	164
	<i>Programming Problems</i>	170
4	Data Abstraction: The Walls	171
4.1	Abstract Data Types	172
4.2	Specifying ADTs	177
	The ADT List	178
	The ADT Sorted List	183
	Designing an ADT	184
	Axioms (Optional)	189
4.3	Implementing ADTs	192
	Java Classes Revisited	193
	Java Interfaces	201
	Java Packages	204
	An Array-Based Implementation of the ADT List	206
	<i>Summary</i>	213
	<i>Cautions</i>	214
	<i>Self-Test Exercises</i>	215
	<i>Exercises</i>	215
	<i>Programming Problems</i>	218
5	Linked Lists	221
5.1	Preliminaries	222
	Object References	222
	Resizable Arrays	228
	Reference-Based Linked Lists	229
5.2	Programming with Linked Lists	234
	Displaying the Contents of a Linked List	234
	Deleting a Specified Node from a Linked List	236
	Inserting a Node into a Specified Position of a Linked List	238
	A Reference-Based Implementation of the ADT List	244
	Comparing Array-Based and Reference-Based Implementations	248
	Passing a Linked List to a Method	251
	Processing Linked Lists Recursively	252
5.3	Variations of the Linked List	257
	Tail References	257
	Circular Linked Lists	258
	Dummy Head Nodes	260
	Doubly Linked Lists	260
5.4	Application: Maintaining an Inventory	264

5.5	The Java Collections Framework	270
	Generics	271
	Iterators	272
	The Java Collections Framework <i>List</i> Interface	275
	<i>Summary</i>	278
	<i>Cautions</i>	280
	<i>Self-Test Exercises</i>	281
	<i>Exercises</i>	283
	<i>Programming Problems</i>	286

PART TWO

Problem Solving with Abstract Data Types

291

6 Recursion as a Problem-Solving Technique 293

6.1	Backtracking	294
	The Eight Queens Problem	294
6.2	Defining Languages	299
	The Basics of Grammars	300
	Two Simple Languages	301
	Algebraic Expressions	304
6.3	The Relationship Between Recursion and Mathematical Induction	314
	The Correctness of the Recursive Factorial Method	314
	The Cost of Towers of Hanoi	315
	<i>Summary</i>	317
	<i>Cautions</i>	317
	<i>Self-Test Exercises</i>	318
	<i>Exercises</i>	318
	<i>Programming Problems</i>	321

7 Stacks 327

7.1	The Abstract Data Type Stack	328
	Developing an ADT During the Design of a Solution	328
7.2	Simple Applications of the ADT Stack	334
	Checking for Balanced Braces	334
	Recognizing Strings in a Language	338
7.3	Implementations of the ADT Stack	339
	An Array-Based Implementation of the ADT Stack	341
	A Reference-Based Implementation of the ADT Stack	343
	An Implementation That Uses the ADT List	345
	Comparing Implementations	347
	The Java Collections Framework Class <i>Stack</i>	347
7.4	Application: Algebraic Expressions	349
	Evaluating Postfix Expressions	349
	Converting Infix Expressions to Equivalent Postfix Expressions	351
7.5	Application: A Search Problem	354
	A Nonrecursive Solution That Uses a Stack	356
	A Recursive Solution	364

7.6	The Relationship Between Stacks and Recursion	367
	<i>Summary</i> 369 <i>Cautions</i> 369 <i>Self-Test Exercises</i> 370	
	<i>Exercises</i> 371 <i>Programming Problems</i> 375	
8	Queues	381
8.1	The Abstract Data Type Queue	382
8.2	Simple Applications of the ADT Queue	384
	Reading a String of Characters 384	
	Recognizing Palindromes 385	
8.3	Implementations of the ADT Queue	386
	A Reference-Based Implementation 388	
	An Array-Based Implementation 391	
	An Implementation That Uses the ADT List 397	
	The Java Collections Framework Interface <i>Queue</i> 398	
	Comparing Implementations 400	
8.4	A Summary of Position-Oriented ADTs	401
8.5	Application: Simulation	402
	<i>Summary</i> 412 <i>Cautions</i> 413 <i>Self-Test Exercises</i> 413	
	<i>Exercises</i> 414 <i>Programming Problems</i> 417	
9	Advanced Java Topics	421
9.1	Inheritance Revisited	422
	Java Access Modifiers 428	
	Is-a and Has-a Relationships 429	
9.2	Dynamic Binding and Abstract Classes	431
	Abstract Classes 435	
	Java Interfaces Revisited 439	
9.3	The ADTs List and Sorted List	
	Revisited 440	
	Implementations of the ADT Sorted List That Use the ADT List 441	
9.4	Java Generics	445
	Generic Classes 445	
	Generic Wildcards 447	
	Generic Classes and Inheritance 448	
	Generic Implementation of the Class List 451	
	Generic Methods 453	
9.5	Iterators	454
	<i>Summary</i> 455 <i>Cautions</i> 456 <i>Self-Test Exercises</i> 456	
	<i>Exercises</i> 457 <i>Programming Problems</i> 460	

10	Algorithm Efficiency and Sorting	463
10.1	Measuring the Efficiency of Algorithms	464
	The Execution Time of Algorithms	465
	Algorithm Growth Rates	467
	Order-of-Magnitude Analysis and Big O Notation	467
	Keeping Your Perspective	473
	The Efficiency of Searching Algorithms	475
10.2	Sorting Algorithms and Their Efficiency	476
	Selection Sort	477
	Bubble Sort	481
	Insertion Sort	483
	Mergesort	485
	Quicksort	491
	Radix Sort	503
	A Comparison of Sorting Algorithms	505
	The Java Collections Framework Sort Algorithm	506
	<i>Summary</i>	510
	<i>Cautions</i>	510
	<i>Self-Test Exercises</i>	511
	<i>Exercises</i>	512
	<i>Programming Problems</i>	515
11	Trees	517
11.1	Terminology	518
11.2	The ADT Binary Tree	526
	Basic Operations of the ADT Binary Tree	526
	General Operations of the ADT Binary Tree	527
	Traversals of a Binary Tree	530
	Possible Representations of a Binary Tree	533
	A Reference-Based Implementation of the ADT Binary Tree	537
	Tree Traversals Using an Iterator	542
11.3	The ADT Binary Search Tree	551
	Algorithms for the Operations of the ADT Binary Search Tree	556
	A Reference-Based Implementation of the ADT Binary Search Tree	572
	The Efficiency of Binary Search Tree Operations	576
	Treesort	580
	Saving a Binary Search Tree in a File	581
	The JCF Binary Search Algorithm	584
11.4	General Trees	586
	<i>Summary</i>	588
	<i>Cautions</i>	588
	<i>Self-Test Exercises</i>	588
	<i>Exercises</i>	590
	<i>Programming Problems</i>	597
12	Tables and Priority Queues	601
12.1	The ADT Table	602
	Selecting an Implementation	609
	A Sorted Array-Based Implementation of the ADT Table	616
	A Binary Search Tree Implementation of the ADT Table	619

12.2	The ADT Priority Queue: A Variation of the ADT Table	621
	Heaps	625
	A Heap Implementation of the ADT Priority Queue	634
	Heapsort	636
12.3	Tables and Priority Queues in the JCF	639
	The JCF <i>Map</i> Interface	639
	The JCF <i>Set</i> Interface	643
	The JCF <i>PriorityQueue</i> Class	647
	<i>Summary</i>	649
	<i>Cautions</i>	650
	<i>Self-Test Exercises</i>	650
	<i>Exercises</i>	651
	<i>Programming Problems</i>	654
13	Advanced Implementations of Tables	657
13.1	Balanced Search Trees	658
	2-3 Trees	659
	2-3-4 Trees	679
	Red-Black Trees	686
	AVL Trees	689
13.2	Hashing	695
	Hash Functions	699
	Resolving Collisions	701
	The Efficiency of Hashing	710
	What Constitutes a Good Hash Function?	713
	Table Traversal: An Inefficient Operation under Hashing	715
	The JCF <i>Hashtable</i> and <i>TreeMap</i> Classes	716
	The <i>Hashtable</i> Class	716
	The <i>TreeMap</i> Class	719
13.3	Data with Multiple Organizations	722
	<i>Summary</i>	727
	<i>Cautions</i>	728
	<i>Self-Test Exercises</i>	729
	<i>Exercises</i>	729
	<i>Programming Problems</i>	732
14	Graphs	735
14.1	Terminology	736
14.2	Graphs as ADTs	739
	Implementing Graphs	740
	Implementing a Graph Class Using the JCF	743
14.3	Graph Traversals	746
	Depth-First Search	748
	Breadth-First Search	749
	Implementing a BFS Iterator Class Using the JCF	751

14.4 Applications of Graphs 754

Topological Sorting 754

Spanning Trees 757

Minimum Spanning Trees 761

Shortest Paths 765

Circuits 769

Some Difficult Problems 772

Summary 773 *Cautions* 774 *Self-Test Exercises* 774*Exercises* 775 *Programming Problems* 778**15 External Methods****781****15.1 A Look at External Storage 782****15.2 Sorting Data in an External File 785****15.3 External Tables 793**

Indexing an External File 795

External Hashing 799

B-Trees 803

Traversals 813

Multiple Indexing 815

Summary 816 *Cautions* 817 *Self-Test Exercises* 817*Exercises* 817 *Programming Problems* 820**APPENDICES****A A Comparison of Java to C++ 821****B Unicode Character Codes (ASCII Subset) 825****C Java Resources 826**

Java Web Sites 826

Using J2SE 826

Integrated Development Environments (IDEs) 827

D Mathematical Induction 828

Example 1 828

Example 2 829

Example 3 830

Example 4 831

Example 5 831

Self-Test Exercises 832 *Exercises* 832

Glossary 835

Answers to Self-Test Exercises 855

Index 873