

- % operator, **24**, 242
- == operator, 25, 138
- ^ operator, 412
- Abelson, Hal, 223
- abstract class, **80–81**, 313–314, 323
- abstract data type, 62
 - deque, 248–249
 - graph, 612–618
 - map, 402–404
 - partition, 672–675
 - positional list, 272–275
 - priority queue, 361
 - queue, 239–240
 - sorted map, 428
 - stack, 227–228
 - string, 17–18
 - tree, 312–314
- abstract methods, 80
- abstract** modifier, 11, 81
- AbstractBinaryTree class, **319–320**, 323, 325, 330, 339, 341, 342
- AbstractHashMap class, 406, 422–424
- abstraction, 62
- AbstractMap class, 384, **406–407**, 408, 422
- AbstractPriorityQueue class, **364–365**, 366
- AbstractSortedMap class, 406, **430**, 466
- AbstractTree class, **313–316**, 323, 330, 339–342
- (*a, b*) tree, 702–704
- access frequency, 294
- accessor method, 5
- activation record, *see* frame
- acyclic graph, 615
- adaptability, 60, 61
- adaptable priority queue, 390–392, 658, 659
- adapter design pattern, 233, 245
- Adel'son-Vel'skii, Georgii, 479, 530
- adjacency list, 619, 622–623
- adjacency map, 619, 624, 626
- adjacency matrix, 619, 625
- Aggarwal, Alok, 709
- Aho, Alfred, 256, 305, 530, 610
- Ahuja, Ravindra, 686
- algorithm analysis, 164–181
- alphabet, 17, 575
- amortization, 205, **266–269**, 376, 672–675
- ancestor, 310
- antisymmetric property, 363
- Apache Commons, 448
- API, 76, 228
- arithmetic operators, 24
- arithmetic progression, 71, 268
- Arnold, Ken, 57
- array, 20–21, 104–119
 - dynamic, 263–269
- array list, 260–265
- ArrayDeque class, 251
- ArrayIndexOutOfBoundsException exception, 20, 33, 84, 87
- ArrayList class, **260–261**, 263–265, 283–285, 290
- ArrayQueue class, **242–244**, 302
- Arrays class, **112**, 114, 139, 175
- ArrayStack class, 230–232, 300
- associative array, 402
- asymptotic notation, 164–177
- big-Oh, 164–167
- big-Omega, 167, 265
- big-Theta, 167
- autoboxing, 19, 92
- AVL tree, 479–486
- back edge, 639, 680
- Baeza-Yates, Ricardo, 530, 572, 709
- BalanceableBinaryTree class, 476–478
- Barůvka, Otakar, 683, 686
- base class, 64
- base type, 4
- Bayer, Rudolf, 530, 709
- Bellman, Richard, 610
- Bentley, Jon, 223, 400, 572
- best-fit algorithm, 692
- BFS, *see* breadth-first search
- biconnected graph, 681
- big-Oh notation, 164–167
- big-Omega notation, 167, 265
- big-Theta notation, 167
- binary heap, 370–384
- binary search, **196–197**, 203–204, 429–432, 563
- binary search tree, 338, **460–478**
 - rotation, 472
 - trinode restructuring, 473
- binary tree, 317–330, 533
 - array-based representation, 331–332
 - complete, 370
 - improper, 317
 - level, 321
 - linked structure, 323–330
 - proper, 317
- BinaryTree interface, 319
- bipartite graph, 681
- bit vector, 456

- Booch, Grady, 101, 305
- bootstrapping, 424, 502
- Boyer, Robert, 610
- Boyer-Moore algorithm, 578–581
- Brassard, Gilles, 188
- breadth-first search, 640–642
- breadth-first tree traversal, 336, 341–342
- break** statement, 32, 37
- brute force, 576
- B-tree, 704
- bubble-sort, 304
- bucket-sort, 558–559, 562
- Budd, Timothy, 101, 305
- buffer overflow attack, 20
- Burger, Doug, 709
- caching, 695–700
 - Caesar cipher, 115–117
 - Carlson, Svante, 400
 - casting, 28–29, 88–90
 - implicit, 29
 - catch**, 82
 - catching an exception, 82–84
 - ceiling function, **163**
 - central processing unit (CPU), 151
 - ChainHashMap class, 406, 424–425
 - character, 17
 - checked exception, 86
 - Chen, Wen-Chin, 458
 - Chernoff bound, 570
 - child class, *see* subclass
 - circular queue, 246–247
 - circularly linked list, **128–131**, 246
 - Clarkson, Kenneth, 572
 - class, 2, 5–22, 60, 62
 - abstract, **80–81**, 313–314
 - base, 64
 - child, 64
 - inner, 96, 284
 - nested, 96
 - outer, 96
 - parent, 64
 - sub, 64
 - super, 64
 - class diagram, 47
 - ClassCastException, 87, **89**
 - clone method, 141–144
 - Cloneable interface, 79, 141, 144, 302, 303, 353
 - cloning, 141–144
 - clustering, 419
 - coding, 46
 - Cole, Richard, 610
 - Collection interface, 288
 - collections, *see* Java
 - collections framework
 - collision resolution, 411, 417–419
 - Comer, Douglas, 709
 - comparability property, 363
 - Comparable interface, 79, 363
 - Comparator interface, 363, 538
 - complete binary tree, 370
 - complete graph, 678
 - composition design pattern, 91, 295
 - compression function, 411, 416
 - concatenation, 17, 24
 - concrete methods, 80
 - ConcurrentSkipListMap
 - class, 436
 - connected components, 615, 635, 638
 - constructor, 14
 - continue** statement, 37
 - contradiction, 178
 - contrapositive, 178
 - control flow, 30–37
 - core memory, 695
 - Cormen, Thomas, 530, 686
 - Cornell, Gary, 57
 - CPU, 151
 - CRC cards, 47
 - CreditCard class, **41–43**, 47, 50–51, 65–68, 88–89
 - Crochemore, Maxime, 610
 - Crosby, Scott, 458
 - cryptography, 115–117
 - cubic function, 160
 - cuckoo hashing, 456
 - currentTimeMillis method, 113, 151
 - cyber-dollar, 266–267, 495–498, 673
 - cycle, 615
 - directed, 615
 - cyclic-shift hash code, 413–414
 - DAG, *see* directed acyclic graph
 - data packets, 304
 - de Morgan's law, 178
 - debugging, 46
 - decision tree, 317, 461, 556
 - decrease-and-conquer, 563–565
 - decryption, 115
 - default constructor, 6, 14
 - degree of a vertex, 613
 - delimiter, 40, 235
 - Demurjian, Steven, 101, 256
 - denial-of-service attack, 421
 - depth of a tree, 314–316
 - depth-first search (DFS), 631–639
 - deque, 248–251
 - abstract data type, 248–249
 - linked-list implementation, 250
 - Deque interface, 288
 - descendant, 310
 - design patterns, 49, 63
 - adapter, 233, 245
 - amortization, 266–269
 - brute force, 576
 - composition, 91, 295, 362
 - divide-and-conquer, 532–536, 544–545
 - dynamic programming, 598–604
 - factory method, 325, 477
 - greedy method, 597
 - iterator, 282–286
 - position, 272–275
 - prune-and-search, 563–565
 - template method, 81, 446, 475
 - DFS, *see* depth-first search
 - Di Battista, Giuseppe, 358, 686
 - diameter, 355
 - dictionary, *see* map
 - Dijkstra's algorithm, 653–661
 - Dijkstra, Edsger, 223, 686

- directed acyclic graph, 647–649
- disk usage, 198–201, 204–205, 345
- divide-and-conquer, 532–536, 544–545
- division method for hash codes, 416
- dot operator, 7
- double hashing, 419
- double-ended queue, *see* deque
- doubly linked list, 125, 132–137
- DoublyLinkedList class, **135–137**, 250, 271, 276
- down-heap bubbling, 374
- dynamic array, 263–269
 - shrinking, 269
- dynamic dispatch, 68
- dynamic programming, 598–604

- Eades, Peter, 358, 686
- edge, 310
 - destination, 613
 - endpoint, 613
 - incident, 613
 - multiple, 614
 - origin, 613
 - outgoing, 613
 - parallel, 614
 - self-loop, 614
- edge list, 619–621
- edge of a graph, 612
- edge relaxation, 653
- edit distance, 608
- element uniqueness problem, 174–175, 215
- encapsulation, 62
- encryption, 115
- endpoints, 613
- enum, 22
- equals method, 25, 138–140
- equivalence relation, 138
- equivalence testing, 138–140
- erasure, 140
- Error class, 86, 87
- Euclidean norm, 56
- Euler tour of a graph, 677, 681
- Euler tour tree traversal, 348–349, 358

- evolvability, 61
- exception, 82–87
 - catching, 82–84
 - checked, 86
 - throwing, 85–86
 - unchecked, 86
- Exception class, 86, 87
- exponential function, 161–162, 209–210
- expression, 23–29
- expression tree, 318
- external memory, 695–707, 709
- external-memory algorithm, 695–707
- external-memory sorting, 705–707

- factorial function, 191–192, 202, 690
- factory method pattern, 325, 477
- fail-fast iterator, 284, 304
- favorites list, 294–299
- FavoritesList class, 295–296
- FavoritesListMTF class, 298, 399
- Fibonacci heap, 659
- Fibonacci series, 73, 180, 186, 216–217, 480
- field, 5
- FIFO, *see* first-in, first-out
- File class, 200
- file system, 198–201, 310, 345
- final** modifier, 11
- first-fit algorithm, 692
- first-in, first-out (FIFO)
 - protocol, **238**, 255, 336, 360, 699–700
- Flajolet, Philippe, 188
- Flanagan, David, 57
- floor function, **163**, 209
- flowchart, 31
- Floyd, Robert, 400, 686
- Floyd-Warshall algorithm, 644–646, 686
- for-each loop, 36, 283
- forest, 615
- fractal, 193
- fragmentation of memory, 692
- frame, 192, 688

- free list, 692

- game tree, 336, 358
- Gamma, Erich, 101
- garbage collection, 232, 693–694
 - mark-sweep, 693
- Gauss, Carl, 159
- generics, 91–95, 126, 228
- geometric progression, 72, 267
- geometric sum, 162
- Gonnet, Gaston, 400, 530, 572, 709
- Goodrich, Michael, 709
- Gosling, James, 57
- Graham, Ronald, 686
- graph, 612–686
 - abstract data type, 612–618
 - acyclic, 615, 647–649
 - breadth-first search, 640–642
 - connected, 615, 630
 - data structures, 619–629
 - adjacency list, 619, 622–623
 - adjacency map, 619, 624, 626
 - adjacency matrix, 619, 625
 - edge list, 619–621
 - depth-first search, 631–639
 - directed, 612, 613, 647–649
 - mixed, 613
 - reachability, 643–646
 - shortest paths, 651–661
 - simple, 614
 - strongly connected, 615
 - traversal, 630–642
 - undirected, 612, 613
 - weighted, 651–686
- greedy method, 597, 652, 653
- Guava library, 448
- Guibas, Leonidas, 530
- Gutttag, John, 101, 256, 305

- Harmonic number, 171, 221
- hash code, 411–415
 - cyclic-shift, 413–414
 - polynomial, 413, 609
- hash table, 410–427
 - clustering, 419
 - collision, 411

- collision resolution, 417–419
- double hashing, 419
- linear probing, 418
- quadratic probing, 419
- hashing
 - cuckoo, 456
 - power-of-two-choices, 457
- header sentinel, 132
- heap, 370–384
 - bottom-up construction, 380–384
- heap-sort, 388–389, 561
- HeapAdaptablePriorityQueue class, 392–394
- HeapAdaptablePriorityQueue class, 659
- HeapPriorityQueue class, 377–378, 382
- height of a tree, 315–316, 471
- Hell, Pavol, 686
- Hennessy, John, 709
- heuristic, 297
- hierarchy, 64
- Hoare, C. A. R., 572
- Holmes, David, 57
- hook, 466, 475
- Hopcroft, John, 256, 305, 530, 686
- Horner's method, 187
- Horstman, Cay, 57
- HTML, 235–237, 253, 574
- Huang, Bing-Chao, 572
- Huffman coding, 595–596
- I/O complexity, 701
- identifier, 2
- IllegalArgumentException, 85, 87
- immutable, 18
- implicit cast, 29
- import** statement, 45
- in-degree, 613
- in-place algorithm, 389, 553
- incoming edges, 613
- index, 17, 20
- IndexOutOfBoundsException, 259
- induction, **179–180**, 203
- infix notation, 356
- inheritance, 64–74
 - multiple, 79
 - single, 66
- inner class, 96, 284
- inorder tree traversal, 337, 341, 473
- insertion-sort, 110–111, 293–294, 387, 561
- instance, 5, 60
- instance variable, 5, 60
- instanceof** operator, 68, 89
- integrated development environment (IDE), 16, 49
- interface, 62, 76–79, 90, 228
- internal memory, 695
- Internet, 304
- inversion, 387, 561, 569
- inverted file, 456
- isomorphism, 352
- Iterable interface, 36, 283
- iterator, 282–286
 - fail-fast, 284, 304
- JáJá, Joseph, 358
- Jarník, Vojtěch, 686
- Java, 2–57, 60–96
 - arrays, 20–21, 104–119
 - casting, 88–90
 - control flow, 30–37
 - exceptions, 82–87
 - expressions, 23–29
 - input, 38–40
 - method stack, 688–690
 - methods, 12–13
 - output, 38–40
 - packages, 44–45
- Java collections framework, 251, **288–292**, 384, 445–448
- Java Virtual Machine (JVM), 688–693
- javadoc, 50
- Jones, Richard, 709
- Josephus problem, 246
- Karger, David, 686
- Karp, Richard, 358, 609
- Klein, Philip, 686
- Kleinberg, Jon, 572
- Klink, Alexander, 458
- Knuth, Donald, 148, 188, 305, 358, 400, 458, 530, 572, 610, 686, 709
- Knuth-Morris-Pratt algorithm, 582–585
- Kosaraju, S. Rao, 686
- Kruskal's algorithm, 667–675
- Kruskal, Joseph, 686
- Landis, Evgenii, 479, 530
- Langston, Michael, 572
- last-in, first-out (LIFO) protocol, **226**, 228
- lazy iterator, 284
- LCS, *see* longest common subsequence
- leaf of a tree, 310
- least recently used (LRU) protocol, 699–700
- Lecroq, Thierry, 610
- Leiserson, Charles, 530, 686
- Lesuisse, R., 223
- level in a tree, 321
- level numbering, 331, 371
- Leveson, Nancy, 101
- lexicographic order, 363, 559
- LIFO, *see* last-in, first-out
- linear function, 158
- linear probing, 418
- linearity of expectation, 565
- linked list, 122–137, 233, 245
 - circularly linked, 128–131, 246
 - doubly linked, 125, 132–137, 250, 276–280
 - singly linked, 122–127, 233, 245
- LinkedBinaryTree class, **325–330**, 466, 476–477
- LinkedHashMap class, 454
- LinkedList class, 251, 288, **289**, 290
- LinkedList class, **276–280**, 286–287, 620
- LinkedList class, **245**, 341, 541, 549
- Lins, Rafael, 709
- Liotta, Giuseppe, 358, 686
- Liskov substitution principle, 68
- Liskov, Barbara, 68, 101, 256, 305
- list
 - of favorites, 294–299

- positional, 270–281
- List interface, **258–259**, 284, 288
- literal, 23
- Littman, Michael, 572
- live objects, 693
- load factor, 417, 420–421
- locality of reference, 297, 697
- log-star function, 675
- logarithm function, **156–157**
- longest common subsequence, 601–604
- looking-glass heuristic, 578
- lookup table, 410
- loop invariant, 181
- lowest common ancestor, 355

- Magnanti, Thomas, 686
- main memory, 695
- map, **402–444**
 - abstract data type, 402–404
 - binary search tree, 460–478
 - hash table, 410–427
 - skip list, 436–444
 - sorted, **428–435**, 460
- Map interface, 406
- mark-sweep algorithm, 693
- matrix, 118
- matrix chain-product, 598–600
- maximal independent set, 682
- McCreight, Edward, 610, 709
- McDiarmid, Colin, 400
- McIlroy, Douglas, 572
- median, 196, 555, 563, 571
- Megiddo, Nimrod, 572
- Mehlhorn, Kurt, 530, 686, 709
- member of a class, 5
- memory address, 688
- memory allocation, 692
- memory heap, 691
- memory hierarchy, 695
- memory management, 688–694
- merge-sort, 532–544, 562
 - multiway, 705–707
- mergeable heap, 530
- method, 2, 12–13, 60
 - abstract, 80
 - concrete, 80
 - signature, 12
- minimum spanning tree, 662–675
 - Kruskal’s algorithm, 667–675
 - Prim-Jarnik algorithm, 664–666
- mixin, 79
- modularity, 62
- modulo operator, **24**, 116, 242
- Moore, J. Strother, 610
- Morris, James, 610
- Morrison, Donald, 610
- Motwani, Rajeev, 458, 572
- move-to-front heuristic, 297–299
- MST, *see* minimum spanning tree
- multimap, 445, 448–450
- multiple inheritance, 79
- Multiply-Add-and-Divide (MAD), 416
- multiset, 445, 447–448
- multiway merge-sort, 705–707
- multiway search tree, 500–502
- Munro, J. Ian, 400

- n -log- n function, 158
- narrowing conversion, 88
- natural join, 304
- natural ordering, 363
- nested class, 96
- nested loops, 159
- next-fit algorithm, 692
- node, 309
 - ancestor, 310
 - child, 309
 - descendant, 310
 - external, 310
 - internal, 310
 - leaf, 310
 - parent, 309
 - root, 309
 - sibling, 310
- node of a graph, 612
- NoSuchElementException, 86, 87, 240, 251, 282
- null** value, 6, 7, 21, 23
- NullPointerException, 7, 87
- Number class, 89
- NumberFormatException, 28, 84, 85, 87

- object, 5–22, 60
- Object class, **66**, 91, 138, 141
- object-oriented design, 60–101
- open addressing, 418
- operand stack, 690
- order statistic, 563
- Orlin, James, 686
- out-degree, 613
- outer class, 96
- outgoing edge, 613
- override, 64

- p -norm, 56
- package, 10, 44–45
- palindrome, 222, 606
- parameter passing, 13
- parent class, 64
- parent node, 309
- parenthetic string representation, 346
- partition, 670, 672–675
- path, 310, 615
 - compression, 675
 - directed, 615
 - length, 352, 652
 - simple, 615
- pattern matching, 576–585
 - Boyer-Moore algorithm, 578–581
 - brute force, 576–577
 - Knuth-Morris-Pratt algorithm, 582–585
 - Rabin-Karp algorithm, 609
- Patterson, David, 709
- permutation, 191
- Peters, Tim, 562
- polymorphism, 68
- polynomial function, 160, 187
- polynomial hash code, 413, 609
- portability, 61
- position, 272–275, 312, 437
- Position interface, **274**, 313, 325
- positional list, 270–281
 - abstract data type, 272–280
- PositionalList interface, **275**, 293, 295
- postfix notation, 253, 356
- postorder tree traversal, 335
- power function, 209

- power-of-two-choices hashing, 457
- Pratt, Vaughan, 610
- PredatoryCreditCard, 65–68, 88–89
- prefix average, 175–177
- prefix code, 595
- prefix of a string, 575
- preorder tree traversal, 334
- Prim, Robert, 686
- Prim-Jarnik algorithm, 664–666
- primitive operations, 154
- primitive type, 4
- priority queue, 360–400
 - adaptable, 390–392, 658 ADT, 361
 - heap implementation, 372–379
 - sorted list implementation, 368–369
 - unsorted list implementation, 366–367
- priority search tree, 400
- private** modifier, 10
- ProbeHashMap class, 406, 426–427
- program counter, 689
- progression
 - arithmetic, 71, 268
 - Fibonacci, 73
 - geometric, 72, 267
- protected** modifier, 10, 67
- prune-and-search, 563–565
- pseudocode, 48
- pseudorandom number generator, 113–114, 437
- public** modifier, 9
- Pugh, William, 458
- puzzle solver, 212–213
- quadratic function, 158
- quadratic probing, 419
- queue, 238–247
 - abstract data type, 239–240
 - array implementation, 241–244
 - circular, 246–247
 - linked-list implementation, 245
- Queue interface, 239, 240, 288
- java.util.Queue interface, 384
- quick-sort, 544–555, 562
- Rabin, Michael, 609
- Rabin-Karp algorithm, 609
- radix-sort, 559–560, 562
- Raghavan, Prabhakar, 458, 572
- Ramachandran, Vijaya, 358
- Random class, 53, **113**, 437
- randomization, 421, 437, 442–444, 551–552, 564–565
- randomized quick-select, 564
- randomized quick-sort, 551
- reachability, 615, 630
- recurrence equation, 203, **540**, 565, 705
- recursion, **190–220**, 314–316, 334–335, 344–349, 461–462, 532, 540, 563, 690
 - binary, 211
 - depth limit, 218, 525
 - linear, 206–210
 - multiple, 212–213
 - tail, 219–220
 - trace, 192, 202, 690
- red-black tree, 510–524
- Reed, Bruce, 400
- reference type, 6
- reference variable, 6
- reflexive property, 363
- rehashing, 420
- reusability, 60, 61
- Rivest, Ronald, 530, 686
- robustness, 60
- root objects, 693
- root of a tree, 309
- round-robin scheduling, 128
- running time, 150
- RuntimeException, 87
- Samet, Hanan, 709
- Scanner class, **39–40**, 45, 86
- Schaffer, Russel, 400
- scheduling, 399
- Scoreboard class, 105–109
- search engine, 594
- search table, 429–432
- search tree, 460–530
- Sedgewick, Robert, 400, 530
- seed, 113, 437
- selection problem, 563–565
- selection-sort, 386
- self-loop, 614
- sentinel, 132–133
- separate chaining, 417
- sequential search, 196
- set ADT, 445–447
- Sharir, Micha, 358
- short-circuit evaluation, 33
- shortest path, 651–661
 - Dijkstra's algorithm, 653–661
 - tree, 661
- sieve algorithm, 453
- signature, 7, 12, 14
- single inheritance, 66
- singly linked list, 122–127, 233, 245
- SinglyLinkedList class, **126–127**, 140, 144
- skip list, 436–444
- Sleator, Daniel, 530
- snapshot iterator, 284, 320, 340
- sort method, 175
- sorted map, 428–435, 460
 - abstract data type, 428
 - search table, 429–432
- SortedMap interface, 406
- SortedPriorityQueue class, 368–369
- SortedTableMap class, 406, 429–432
- sorting, 110, 385–389, **532–560**
 - bucket-sort, 558–559
 - external-memory, 705–707
 - heap-sort, 388–389
 - in-place, 389, 553
 - insertion-sort, 110–111, 293, 387
 - lower bound, 556–557
 - merge-sort, 532–544
 - priority-queue, 385–389
 - quick-sort, 544–555
 - radix-sort, 559–560
 - selection-sort, 386
 - stable, 559
 - Tim-sort, 562
- space usage, 150

- spanning tree, 615, 630, 634, 635, 662
- sparse array, 303
- splay tree, 475, 488–499
- stable sorting, 559
- stack, 226–237
 - abstract data type, 227–228
 - array implementation, 230–232
 - linked-list implementation, 233
- Stack interface, 228–229
- static** modifier, 10
- Stein, Clifford, 530, 686
- Stephen, Graham, 610
- stop words, 588, 609
- string
 - mutable, 18
 - prefix, 575
 - suffix, 575
- String class, 17–18
- StringBuilder class, 18, 152, 269
- strong typing, 76
- strongly connected
 - components, 638
- strongly connected graph, 615
- subclass, 10, 64
- subgraph, 615
- subsequence, 601
- subtree, 310
- suffix of a string, 575
- summation, 161
 - geometric, 162
- super** keyword, 67, 81
- superclass, 64
- Sussman, Gerald, 223
- Sussman, Julie, 223
- Tamassia, Roberto, 358, 686
- Tardos, Éva, 572
- Tarjan, Robert, 358, 530, 686
- template method pattern, 81, 446, 475
- testing, 46
- text compression, 595–596
- this** keyword, 15, 67, 96
- three-way set disjointness, 173–174
- throw** statement, 85
- Throwable class, 86, 87
- throwing an exception, 85–86
- Tic-Tac-Toe, 119, 336, 358
- Tim-sort, 562
- Tollis, Ioannis, 358, 686
- topological ordering, 647–649
- total order, 363
- tower-of-twos, 675
- Towers of Hanoi, 222
- trailer sentinel, 132
- transitive closure, 643–646
- transitive property, 363
- tree, 205, **307–358**, 615
 - abstract data type, 312–314
 - binary, *see* binary tree
 - binary search, *see* binary search tree
 - binary tree representation, 354
 - child node, 309
 - decision, 317
 - depth, 314–316
 - edge, 310
 - expression, 318
 - external node, 310
 - height, 315–316
 - internal node, 310
 - leaf, 310
 - level, 321
 - linked structure, 333
 - multiway, 500–502
 - node, 309
 - ordered, 311
 - parent node, 309
 - path, 310
 - red-black, *see* red-black tree
 - root node, 309
 - splay, *see* splay tree
 - traversal, 205, 334–349
 - breadth-first, 336, 341–342
 - Euler tour, 348–349
 - inorder, 337, 341, 473
 - postorder, 335, 341
 - preorder, 334, 340 (2, 4), *see* (2, 4) tree
- TreeMap class, 406
- triangulation, 608
- trie, 586–594
 - compressed, 590
- trinode restructuring, **473**, 482, 513
- try-catch** statement, 82
- Tsakalidis, Athanasios, 530
- Turner, Clark, 101
- two-dimensional array, 118
- (2, 4) tree, 500–509
- type, 5
- type conversion, 28–29
- type inference, 93
- Ullman, Jeffrey, 256, 305, 530
- unboxing, 19, 93
- unchecked exception, 86
- Unicode, 115, 575
- union-find, 670, 672–675
- unit testing, 54
- UnsortedPriorityQueue class, 366–367
- UnsortedTableMap class, 406, 408–409, 424
- up-heap bubbling, 372
- update method, 5
- van Leeuwen, Jan, 686
- vertex of a graph, 612
- virtual memory, 697
- Vishkin, Uzi, 358
- visibility, 9
- Vitter, Jeffrey, 188, 458, 709
- Wälde, Julian, 458
- Wallach, Dan, 458
- Warshall, Stephen, 686
- widening conversion, 88
- Williams, J. W. J., 400
- Wood, Derick, 305
- worst-fit algorithm, 692
- wrapper type, 19, 91, 93, 232
- XML, 236, 574