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# 数据结构与算法

Java语言版

(英文版·第2版) THOMSON DATA STRUCTURES AND ALGORITHMS JAVA Adam Drozdek 经典原版书库

# 数据结构与算法

## Java语言版

(英文版·第2版)

Data Structures and Algorithms in Java

(Second Edition)

江苏工业学院图书馆 藏 书 章

(美) Adam Drozdek 著

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### 出版者的话

文艺复兴以降,源远流长的科学精神和逐步形成的学术规范,使西方国家在自然科学的各个领域取得了垄断性的优势,也正是这样的传统,使美国在信息技术发展的六十多年间名家辈出、独领风骚。在商业化的进程中,美国的产业界与教育界越来越紧密地结合,计算机学科中的许多泰山北斗同时身处科研和教学的最前线,由此而产生的经典科学著作,不仅擘划了研究的范畴,还揭橥了学术的源变,既遵循学术规范,又自有学者个性,其价值并不会因年月的流逝而减退。

近年,在全球信息化大潮的推动下,我国的计算机产业发展迅猛,对专业人才的需求日益迫切。这对计算机教育界和出版界都既是机遇,也是挑战,而专业教材的建设在教育战略上显得举足轻重。在我国信息技术发展时间较短、从业人员较少的现状下,美国等发达国家在其计算机科学发展的几十年间积淀的经典教材仍有许多值得借鉴之处。因此,引进一批国外优秀计算机教材将对我国计算机教育事业的发展起积极的推动作用,也是与世界接轨、建设真正的世界一流大学的必由之路。

机械工业出版社华章图文信息有限公司较早意识到"出版要为教育服务"。自1998年开始,华章公司就将工作重点放在了遴选、移译国外优秀教材上。经过几年的不懈努力,我们与Prentice Hall,Addison-Wesley,McGraw-Hill,Morgan Kaufmann等世界著名出版公司建立了良好的合作关系,从它们现有的数百种教材中甄选出Tanenbaum,Stroustrup,Kernighan,Jim Gray等大师名家的一批经典作品,以"计算机科学丛书"为总称出版,供读者学习、研究及庋藏。大理石纹理的封面,也正体现了这套丛书的品位和格调。

"计算机科学丛书"的出版工作得到了国内外学者的鼎力襄助,国内的专家不仅提供了中肯的选题指导,还不辞劳苦地担任了翻译和审校的工作,而原书的作者也相当关注其作品在中国的传播,有的还专程为其书的中译本作序。迄今,"计算机科学丛书"已经出版了近百个品种,这些书籍在读者中树立了良好的口碑,并被许多高校采用为正式教材和参考书籍,为进一步推广与发展打下了坚实的基础。

随着学科建设的初步完善和教材改革的逐渐深化,教育界对国外计算机教材的需求和应用都步入一个新的阶段。为此,华章公司将加大引进教材的力度,在"华章教育"的总规划之下出版三个系列的计算机教材:除"计算机科学丛书"之外,对影印版的教材,则单独开辟出"经典原版书库";同时,引进全美通行的教学辅导书"Schaum's Outlines"系列组成"全美经典学习指导系列"。为了保证这三套丛书的权威性,同时也为了更好地为学校和老师们服务,华章公司聘请了中国科学院、北京大学、清华大学、国防科技大学、复旦大学、上海交通大学、南京大学、浙江大学、中国科技大学、哈尔

滨工业大学、西安交通大学、中国人民大学、北京航空航天大学、北京邮电大学、中山大学、解放军理工大学、郑州大学、湖北工学院、中国国家信息安全测评认证中心等国内重点大学和科研机构在计算机的各个领域的著名学者组成"专家指导委员会",为我们提供选题意见和出版监督。

这三套丛书是响应教育部提出的使用外版教材的号召,为国内高校的计算机及相关专业的教学度身订造的。其中许多教材均已为M. I. T., Stanford, U.C. Berkeley, C. M. U. 等世界名牌大学所采用。不仅涵盖了程序设计、数据结构、操作系统、计算机体系结构、数据库、编译原理、软件工程、图形学、通信与网络、离散数学等国内大学计算机专业普遍开设的核心课程,而且各具特色——有的出自语言设计者之手、有的历经三十年而不衰、有的已被全世界的几百所高校采用。在这些圆熟通博的名师大作的指引之下,读者必将在计算机科学的宫殿中由登堂而入室。

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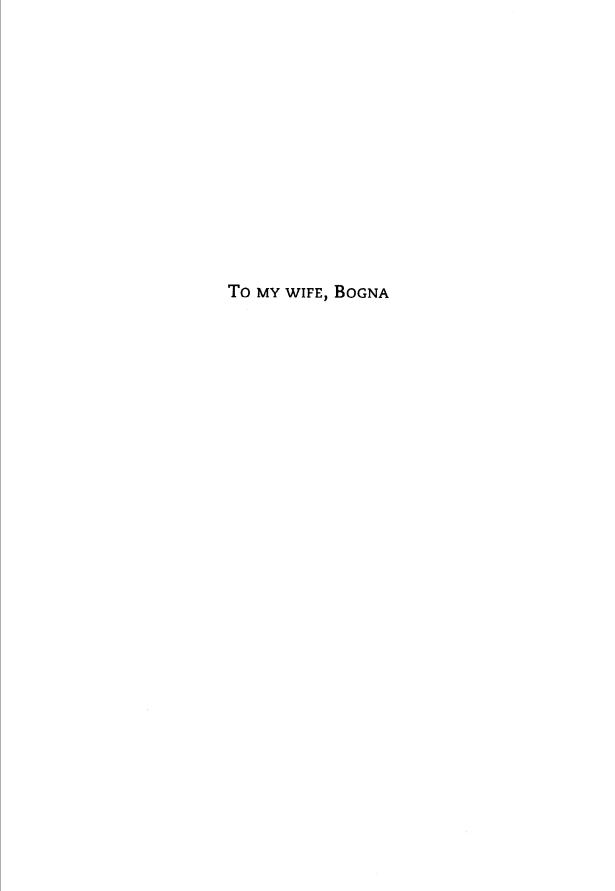
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## Preface

The study of data structures, a fundamental component of a computer science education, serves as the foundation upon which many other computer science fields are built. Some knowledge of data structures is a must for students who wish to do work in design, implementation, testing, or maintenance of virtually any software system. The scope and presentation of material in *Data Structures and Algorithms in Java* provide students with the knowledge necessary to perform such work.

This book highlights three important aspects of data structures. First, a very strong emphasis is placed on the connection between data structures and their algorithms, including analyzing algorithms' complexity. Second, data structures are presented in an object-oriented setting in accordance with the current design and implementation paradigm. In particular, the information-hiding principle to advance encapsulation and decomposition is stressed. Finally, an important component of the book is data structure implementation, which leads to the choice of Java as the programming language.

The Java language, an object-oriented descendant of C and C++, has gained popularity in industry and academia as an excellent programming language due to wide-spread use of the Internet. Because of its consistent use of object-oriented features and the security of the language, Java is also useful and natural for introducing data structures. Currently, C++ is the primary language of choice for teaching data structures; however, because of the wide use of Java in application programming and the object-oriented characteristics of the language, using Java to teach a data structures and algorithms course, even on the introductory level, is well justified.

This book provides the material for a course that includes the topics listed under CS2 and CS7 of the old ACM curriculum. It also meets the requirements for most of the courses  $C_A$  202,  $C_D$  202, and  $C_F$  204 of the new ACM curriculum.

Most chapters include a case study that illustrates a complete context in which certain algorithms and data structures can be used. These case studies were chosen from different areas of computer science such as interpreters, symbolic computation, and file processing, to indicate the wide range of applications to which topics under discussion may apply.

Brief examples of Java code are included throughout the book to illustrate the practical importance of data structures. However, theoretical analysis is equally important. Thus, presentations of algorithms are integrated with analyses of efficiency.

Great care is taken in the presentation of recursion because even advanced students have problems with it. Experience has shown that recursion can be explained best if the run-time stack is taken into consideration. Changes to the stack are shown when tracing a recursive function not only in the chapter on recursion, but also in other chapters. For example, a surprisingly short method for tree traversal may remain a mystery if work done by the system on the run-time stack is not included in the explanation. Standing aloof from the system and retaining only a purely theoretical perspective when discussing data structures and algorithms are not necessarily helpful. This book also includes comprehensive chapters on data compression and memory management.

The thrust of this book is data structures, and other topics are treated here only as much as necessary to ensure a proper understanding of this subject. Algorithms are discussed from the perspective of data structures, so the reader will not find a comprehensive discussion of different kinds of algorithms and all the facets that a full presentation of algorithms requires. However, as mentioned, recursion is covered in depth. In addition, complexity analysis of algorithms is presented in some detail.

Chapters 1 and 3–8 present a number of different data structures and the algorithms that operate on them. The efficiency of each algorithm is analyzed, and improvements to the algorithm are suggested.

- Chapter 1 presents the basic principles of object-oriented programming, an introduction to dynamic memory allocation and the use of pointers, and a rudimentary introduction to Java.
- Chapter 2 describes some methods used to assess the efficiency of algorithms.
- Chapter 3 contains an introduction to linked lists.
- Chapter 4 presents stacks and queues and their applications.
- Chapter 5 contains a detailed discussion of recursion. Different types of recursion are discussed, and a recursive call is dissected.
- Chapter 6 discusses binary trees, including implementation, traversal, and search. This chapter also includes balanced trees.
- Chapter 7 details more generalized trees such as tries, 2-4 trees, and B-trees.
- Chapter 8 presents graphs.

Chapters 9–12 show different applications of data structures introduced in the previous chapters. They emphasize the data structure aspects of each topic under consideration.

 Chapter 9 analyzes sorting in detail, and several elementary and nonelementary methods are presented.

- Chapter 10 discusses hashing, one of the most important areas in searching. Various techniques are presented with an emphasis on the utilization of data structures.
- Chapter 11 discusses data compression algorithms and data structures.
- Chapter 12 presents various techniques and data structures for memory management.
- Chapter 13 discusses many algorithms for exact and approximate string matching.
- Appendix A discusses in greater detail big-O notation, introduced in Chapter 2.
- Appendix B gives a proof of Cook's theorem and illustrates it with an extended example.

Each chapter contains a discussion of the material illustrated with appropriate diagrams and tables. Except for Chapter 2, all chapters include a case study, which is an extended example using the features discussed in that chapter. All case studies have been tested using the Visual C++ compiler on a PC and the g++ compiler under UNIX except the von Koch snowflake, which runs on a PC under Visual C++. At the end of each chapter is a set of exercises of varying degrees of difficulty. Except for Chapter 2, all chapters also include programming assignments and an up-to-date bibliography of relevant literature.

Chapters 1-6 (excluding Sections 2.9, 3.4, 6.4.3, 6.7, and 6.8) contain the core material that forms the basis of any data structures course. These chapters should be studied in sequence. The remaining six chapters can be read in any order. A one-semester course could include Chapters 1-6, 9, and Sections 10.1 and 10.2. The entire book could also be part of a two-semester sequence.

#### TEACHING TOOLS

**Electronic Instructor's Manual.** The Instructor's Manual that accompanies this text-book includes complete solutions to all text exercises.

**Electronic Figure Files.** All images from the text are available in bitmap format for use in classroom presentations.

**Source Code.** The source code for the text example programs is available via the author's Web site at http://www.mathes.dug.edu/drozdek/DSinJava.

It is also available for student download at course.com. All teaching tools, outlined above, are available in the Instructor's Resources section of course.com.

#### CHANGES IN THE SECOND EDITION

The new edition primarily extends the old edition by including material on new topics that are currently not covered. The additions include

- Pattern matching algorithms in the new Chapter 13
- A discussion of NP-completeness in the form of a general introduction (Section 2.10), examples of NP-complete problems (Section 8.12), and an outline of Cook's theorem (Appendix B)
- New material on graphs (Sections 8.9.1, 8.10.1.1, 8.10.2.1, and 8.11)
- A discussion of a deletion algorithm for vh-trees (Section 7.1.7)
- An introduction to Java files (Sections 1.3.1–1.3.6)

Moreover, the tables that list methods from java.util packages have been updated. There are also many small modifications and additions throughout the book.

#### ACKNOWLEDGMENTS

I would like to thank the following reviewers, whose comments and advice helped me to improve this book:

James Ball, Indiana State University

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However, the ultimate content is my responsibility, and I would appreciate hearing from readers about any shortcomings or strengths. My email address is drozdek@duq.edu.

Adam Drozdek

## Contents

1	Овјес	t-Oriented Programming Using Java
	1.1	Rudimentary Java 1
		1.1.1 Variable Declarations 1
		1.1.2 Operators 4
		1.1.3 Decision Statements 5
		1.1.4 Loops 6
		1.1.5 Exception Handling 6
	1.2	Object-Oriented Programming in Java 8
		1.2.1 Encapsulation 8
		1.2.2 Abstract Data Types 16
		1.2.3 Inheritance 18
		1.2.4 Polymorphism 21
	1.3	Input and Output 24
		1.3.1 Reading and Writing Bytes 26
		1.3.2 Reading Lines 27
		1.3.3 Reading Tokens: Words and Numbers 28
		1.3.4 Reading and Writing Primitive Data Types 29
		<ul><li>1.3.5 Reading and Writing Objects 29</li><li>1.3.6 Random Access File 30</li></ul>
	1.4	
	1.4	Java and Pointers 31
	1.5	Vectors in java.util 35
	1.6	Data Structures and Object-Oriented Programming 42
	1.7	Case Study: Random Access File 42
	1.8	Exercises 51
	1.9	Programming Assignments 53
		Bibliography 55

1

2	Сомр	LEXITY ANALYSIS	56
	2.1	Computational and Asymptotic Complexity 56	
	2.2	Big-O Notation 57	
	2.3	Properties of Big-O Notation 59	
	2.4	$\Omega$ and $\Theta$ Notations 61	
	2.5	Possible Problems 62	
	2.6	Examples of Complexities 62	
	2.7	Finding Asymptotic Complexity: Examples 64	
	2.8	The Best, Average, and Worst Cases 66	
	2.9	Amortized Complexity 69	
	2.10	NP-Completeness 73	
	2.11	Exercises 76	
		Bibliography 79	
3	Linke	D LISTS	80
	3.1	Singly Linked Lists 80	
		3.1.1 Insertion 86 3.1.2 Deletion 88	
		3.1.3 Search 93	
	3.2	Doubly Linked Lists 95	
	3.3	Circular Lists 99	
	3.4	Skip Lists 101	
	3.5	Self-Organizing Lists 107	
	3.6	Sparse Tables 111	
	3.7	Lists in java.util 114	
		3.7.1 LinkedList 114 3.7.2 ArrayList 120	
	3.8	Concluding Remarks 123	
	3.9	Case Study: A Library 124	
	3.10	Exercises 134	
	3.11	Programming Assignments 136	
		Bibliography 139	

4.1 Stacks 140 4.1.1 Stacks in java.util 148 4.2 Queues 149 4.3 Priority Queues 157 4.4 Case Study: Exiting a Maze 158 4.5 Exercises 164 4.6 Programming Assignments 166 Bibliography 168  5 RECURSION 5.1 Recursive Definitions 169 5.2 Method Calls and Recursion Implementation 172 5.3 Anatomy of a Recursive Call 174 5.4 Tail Recursion 178 5.5 Nontail Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224 6.4.2 Death Eight Traversal 224		STACK	s and Queues	140
4.3 Priority Queues 157 4.4 Case Study: Exiting a Maze 158 4.5 Exercises 164 4.6 Programming Assignments 166 Bibliography 168  5 RECURSION 5.1 Recursive Definitions 169 5.2 Method Calls and Recursion Implementation 172 5.3 Anatomy of a Recursive Call 174 5.4 Tail Recursion 178 5.5 Nontail Recursion 179 5.6 Indirect Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		4.1		
4.4 Case Study: Exiting a Maze 158 4.5 Exercises 164 4.6 Programming Assignments 166 Bibliography 168  5 RECURSION 5.1 Recursive Definitions 169 5.2 Method Calls and Recursion Implementation 172 5.3 Anatomy of a Recursive Call 174 5.4 Tail Recursion 178 5.5 Nontail Recursion 185 5.7 Nested Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		4.2	Queues 149	
4.5 Exercises 164 4.6 Programming Assignments 166 Bibliography 168  5 RECURSION 5.1 Recursive Definitions 169 5.2 Method Calls and Recursion Implementation 172 5.3 Anatomy of a Recursive Call 174 5.4 Tail Recursion 178 5.5 Nontail Recursion 179 5.6 Indirect Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		4.3	Priority Queues 157	
4.6 Programming Assignments Bibliography 168  5 RECURSION 5.1 Recursive Definitions 169 5.2 Method Calls and Recursion Implementation 172 5.3 Anatomy of a Recursive Call 174 5.4 Tail Recursion 178 5.5 Nontail Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		4.4	Case Study: Exiting a Maze 158	
Bibliography 168  5 RECURSION 5.1 Recursive Definitions 169 5.2 Method Calls and Recursion Implementation 172 5.3 Anatomy of a Recursive Call 174 5.4 Tail Recursion 178 5.5 Nontail Recursion 185 5.7 Nested Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		4.5	Exercises 164	
5 RECURSION 5.1 Recursive Definitions 169 5.2 Method Calls and Recursion Implementation 172 5.3 Anatomy of a Recursive Call 174 5.4 Tail Recursion 178 5.5 Nontail Recursion 179 5.6 Indirect Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		4.6	Programming Assignments 166	
5.1 Recursive Definitions 169 5.2 Method Calls and Recursion Implementation 172 5.3 Anatomy of a Recursive Call 174 5.4 Tail Recursion 178 5.5 Nontail Recursion 185 5.6 Indirect Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224			Bibliography 168	
5.2 Method Calls and Recursion Implementation 172 5.3 Anatomy of a Recursive Call 174 5.4 Tail Recursion 178 5.5 Nontail Recursion 179 5.6 Indirect Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224	•	RECUR	RSION	169
5.3 Anatomy of a Recursive Call 174 5.4 Tail Recursion 178 5.5 Nontail Recursion 179 5.6 Indirect Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.1	Recursive Definitions 169	
5.4 Tail Recursion 178 5.5 Nontail Recursion 179 5.6 Indirect Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.2	Method Calls and Recursion Implementation 172	
5.5 Nontail Recursion 179 5.6 Indirect Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.3	Anatomy of a Recursive Call 174	
5.6 Indirect Recursion 185 5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.4	Tail Recursion 178	
5.7 Nested Recursion 187 5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.5	Nontail Recursion 179	
5.8 Excessive Recursion 188 5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.6	Indirect Recursion 185	
5.9 Backtracking 191 5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.7	Nested Recursion 187	
5.10 Concluding Remarks 198 5.11 Case Study: A Recursive Descent Interpreter 199 5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.8	Excessive Recursion 188	
5.11 Case Study: A Recursive Descent Interpreter  5.12 Exercises 207  5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.9	Backtracking 191	
5.12 Exercises 207 5.13 Programming Assignments 210 Bibliography 212  6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.10	Concluding Remarks 198	
5.13 Programming Assignments 210 Bibliography 212  BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.11	Case Study: A Recursive Descent Interpreter 199	
Bibliography 212  BINARY TREES  6.1 Trees, Binary Trees, and Binary Search Trees 214  6.2 Implementing Binary Trees 219  6.3 Searching a Binary Search Tree 221  6.4 Tree Traversal 223  6.4.1 Breadth-First Traversal 224		5.12	Exercises 207	
6 BINARY TREES 6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		5.13	Programming Assignments 210	
6.1 Trees, Binary Trees, and Binary Search Trees 214 6.2 Implementing Binary Trees 219 6.3 Searching a Binary Search Tree 221 6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224			Bibliography 212	
<ul> <li>6.2 Implementing Binary Trees 219</li> <li>6.3 Searching a Binary Search Tree 221</li> <li>6.4 Tree Traversal 223 <ul> <li>6.4.1 Breadth-First Traversal 224</li> </ul> </li> </ul>		BINAR	Y Trees	214
<ul> <li>6.3 Searching a Binary Search Tree 221</li> <li>6.4 Tree Traversal 223</li> <li>6.4.1 Breadth-First Traversal 224</li> </ul>		6.1	Trees, Binary Trees, and Binary Search Trees 214	
6.4 Tree Traversal 223 6.4.1 Breadth-First Traversal 224		6.2	Implementing Binary Trees 219	
6.4.1 Breadth-First Traversal 224		6.3	Searching a Binary Search Tree 221	
6.4.2 Depth-First Traversal 225 6.4.3 Stackless Depth-First Traversal 231		6.4	<ul><li>6.4.1 Breadth-First Traversal 224</li><li>6.4.2 Depth-First Traversal 225</li></ul>	

6.5	Insertion 239	
6.6	Deletion 242 6.6.1 Deletion by Merging 243 6.6.2 Deletion by Copying 246	
6.7	Balancing a Tree 249 6.7.1 The DSW Algorithm 252 6.7.2 AVL Trees 255	
6.8	Self-Adjusting Trees 260 6.8.1 Self-Restructuring Trees 261 6.8.2 Splaying 262	
6.9	Heaps 267 6.9.1 Heaps as Priority Queues 269 6.9.2 Organizing Arrays as Heaps 272	
6.10	Polish Notation and Expression Trees 275 6.10.1 Operations on Expression Trees 277	
6.11	Case Study: Computing Word Frequencies 280	
6.12	Exercises 289	
6.13	Programming Assignments 292	
	Bibliography 296	
<b>M</b> ULT	iway Trees	299
7.1	The Family of B-Trees 300  7.1.1 B-Trees 301  7.1.2 B*-Trees 312  7.1.3 B*-Trees 313  7.1.4 Prefix B*-Trees 316  7.1.5 Bit-Trees 319  7.1.6 R-Trees 320  7.1.7 2-4 Trees 323  7.1.8 Trees in java.util 338	
7.2	Tries 349	
7.3	Concluding Remarks 358	
7.4	Case Study: Spell Checker 358	
7.5	Exercises 369	
7.6	Programming Assignments 370	
	Bibliography 374	

8	GRAPI	нѕ 376
	8.1	Graph Representation 377
	8.2	Graph Traversals 379
	8.3	Shortest Paths 383 8.3.1 All-to-All Shortest Path Problem 390
	8.4	Cycle Detection 392 8.4.1 Union-Find Problem 393
	8.5	Spanning Trees 395
	8.6	Connectivity 399 8.6.1 Connectivity in Undirected Graphs 399 8.6.2 Connectivity in Directed Graphs 402
	8.7	Topological Sort 405
	8.8	Networks 407 8.8.1 Maximum Flows 407 8.8.2 Maximum Flows of Minimum Cost 417
	8.9	Matching 421 8.9.1 Stable Matching Problem 426 8.9.2 Assignment Problem 428 8.9.3 Matching in Nonbipartite Graphs 430
	8.10	Eulerian and Hamiltonian Graphs 432 8.10.1 Eulerian Graphs 432 8.10.2 Hamiltonian Graphs 436
	8.11	Graph Coloring 442
	8.12	NP-Complete Problems in Graph Theory 8.12.1 The Clique Problem 445 8.12.2 The 3-Colorability Problem 446 8.12.3 The Vertex Cover Problem 448 8.12.4 The Hamiltonian Cycle Problem 449
	8.13	Case Study: Distinct Representatives 450
	8.14	Exercises 460
	8.15	Programming Assignments 464
		Bibliography 466

9	SORTI	NG	469
	9.1	Elementary Sorting Algorithms 470 9.1.1 Insertion Sort 470 9.1.2 Selection Sort 474 9.1.3 Bubble Sort 475	
	9.2	Decision Trees 477	
	9.3	Efficient Sorting Algorithms 9.3.1 Shell Sort 481 9.3.2 Heap Sort 484 9.3.3 Quicksort 488 9.3.4 Mergesort 494 9.3.5 Radix Sort 497	
	9.4	Sorting in java.util 502	
	9.5	Concluding Remarks 505	
	9.6	Case Study: Adding Polynomials 507	
	9.7	Exercises 515	
	9.8	Programming Assignments 516	
		Bibliography 517	
10	Hash	ING	519
	10.1	Hash Functions 520 10.1.1 Division 520 10.1.2 Folding 520 10.1.3 Mid-Square Function 521 10.1.4 Extraction 521 10.1.5 Radix Transformation 522	
	10.2	Collision Resolution 522 10.2.1 Open Addressing 522 10.2.2 Chaining 528 10.2.3 Bucket Addressing 530	
	10.3	Deletion 531	
	10.4	Perfect Hash Functions 532 10.4.1 Cichelli's Method 533 10.4.2 The FHCD Algorithm 536	
	10.5	Hash Functions for Extendible Files 538 10.5.1 Extendible Hashing 539 10.5.2 Linear Hashing 541	