#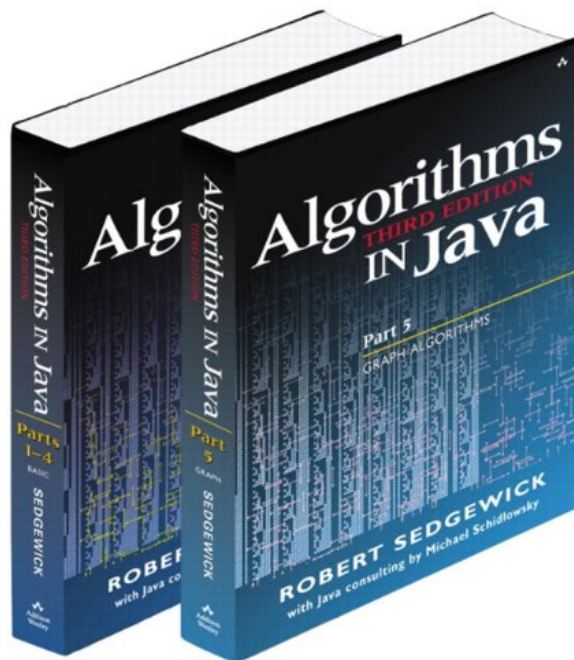 BUNDLE OF ALGORITHMS IN JAVA, THIRD EDITION, PARTS 1-5: FUNDAMENTALS, DATA STRUCTURES, SORTING, SEARCHING, AND GRAPH ALGORITHMS (3RD EDITIO



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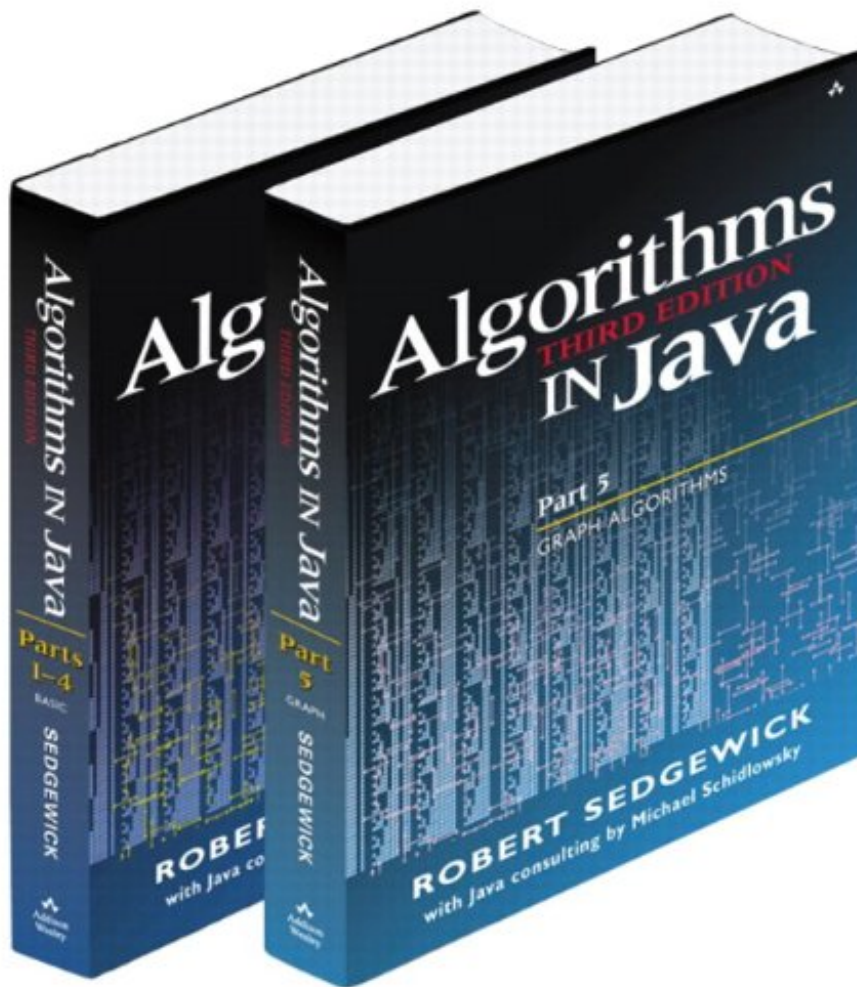
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About the Author

Robert Sedgewick is one of the most revered individuals in computer science. He is the William O. Baker Professor of Computer Science at Princeton University. He is a director of Adobe Systems and has held visiting research positions at INRIA, the Institute for Defense Analyses, and Xerox PARC. Michael Schidlowsky contributed to the Java implementations. Michael, a Princeton graduate, is an independent software consultant specializing in object-oriented programming. Most recently he was the CTO of Teaching That Works, and the founder of xSense Corporation.

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Software developers and computer scientists have eagerly awaited this Java version of Robert Sedgewick's landmark text on algorithms. All five parts are completely revamped, illuminating today's best algorithms for an exceptionally wide range of tasks. This is a shrink-wrapped bundle of Algorithms in Java, 3/e, Parts 1-4 and Algorithms in Java, 3/e, Part 5. The price of the bundle is $10 off the cost of buying the volumes individually.

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About the Author

Robert Sedgewick is one of the most revered individuals in computer science. He is the William O. Baker Professor of Computer Science at Princeton University. He is a director of Adobe Systems and has held visiting research positions at INRIA, the Institute for Defense Analyses, and Xerox PARC. Michael Schidlowsky contributed to the Java implementations. Michael, a Princeton graduate, is an independent software consultant specializing in object-oriented programming. Most recently he was the CTO of Teaching That Works, and the founder of xSense Corporation.

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Excellent book
By Amazon Customer
First is Knuth, second is Corman that brings the art of algorithms closer to earth. Then is Sedgewick. This book provides very good balance between theory and practice and lets the practitioners know that programming is a bit more than just writing "if" and "for" and that the art of algorithms is not only art but also science. This book evolved from early editions (Algorithms in C, 1990) and keeps the standard. These two volumes is the must for every serious programmer.

Cons: Java code is a bit "C-ish" and makes it clear that it is easy to write C program in Java. In addition, section Geometric Algorithms from 1990 edition and other material following this section is missing in newer editions. Maybe this material will be included in Volume 3, that as rumor says, is in preparation.

More Practical for Programmers Than Cormen's
By John Grove
These text(s) do for the software engineer what Cormen's book does for the scientist. To be knowledgable with algorithms will greatly seperate you from a novice.

Very good examples and using Java is very smart because most OO programmers can easily understand the language (C# is practically identical).

For those who struggle with the Cormen book, (Like I did) it would do you well to get this book. You will refer to it time and time again in your career as a software developer while the Cormen book collects dust on the shelf.

Excellent combination of books
By W Boudville
Sedgewick's publisher (Addison-Wesley) has gathered his two books, Algorithms in Java, parts 1-5, into one resource for developers. Convenient, for you now have something that spans the most common algorithms encountered during computer programming. Logically, the combination of the two volumes is very coherent. (Below is my review of the Part 1-4 book.)
In my work, I have a bunch of interlinked objects. I can use tables to display these, but showing linkages is awkward. It is far more natural to graph them. This lets me use evolution, for the human eye and brain are excellent at processing images and discerning patterns in them. But I also want to algorithmically find groupings and invariant properties of the graphs. There is a danger here. In graph theory, it is very easy to inadvertantly pose a simple question that is computationally hard to solve (NP-hard). Conversely, I don't want to reinvent the wheel. From graph theory, there may well be properties of my graph that I can easily extract. Certainly, the amount of research on graphs is voluminous.
But how does one take advantage of that? Consulting research journals in maths for papers on graph theory is really feasible only for the career mathematician. But for me, graphs are just a tool; not an ends per se. So I need a book that has the right amount of complexity. It needs to get enough into the subject, beyond the trivial exposition of definitions. Yet it should not bury me in lemmas and theorems.
I found such a book! This one. A well deserved third iteration. The explanations are extremely clear. Before I encountered this text, I used Donald Knuth's "Art of Computer Programming" (which is also put out by Addison-Wesley) and his treatment of graphs. But Sedgewick's discourse is far more extensive and, to me, just as well written.
A bonus is the extensive problem sets at the ends of each chapter. Even if I have no inclination to do them, the results they give are a valuable extension of the text, by providing an extra summary of the research. I only wish that Sedgewick would provide answers, like Knuth. But this is a just a quibble.
This edition has example code in Java. Certainly nothing wrong with that. [I program in Java.] But really the code should be a secondary consideration to you. If you are a programmer and you can understand the text, then you should be of a calibre that you can write the code.

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