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Learning Javascript Data Structures And Algorithms

Explore the functional programming paradigm and the different techniques for developing better algorithms, writing more concise code, and performing seamless testing

Key Features

Explore this second edition updated to cover features like async functions and transducers, as well as functional reactive programming

Enhance your functional programming (FP) skills to build web and server apps using JavaScript

Use FP to enhance the modularity,

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reusability, and performance of apps
Book Description
Functional programming is a paradigm for developing software with better performance. It helps you write concise and testable code. To help you take your programming skills to the next level, this comprehensive book will assist you in harnessing the capabilities of functional programming with JavaScript and writing highly maintainable and testable web and server apps using functional JavaScript. This second edition is updated and improved to cover features such as transducers, lenses, prisms and various other concepts to help you write efficient programs. By focusing on functional programming, you'll not only

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start to write but also to test pure functions, and reduce side effects. The book also specifically allows you to discover techniques for simplifying code and applying recursion for loopless coding. Gradually, you'll understand how to achieve immutability, implement design patterns, and work with data types for your application, before going on to learn functional reactive programming to handle complex events in your app. Finally, the book will take you through the design patterns that are relevant to functional programming. By the end of this book, you'll have developed your JavaScript skills and have gained knowledge of the essential functional programming

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techniques to program effectively. What you will learnSimplify JavaScript coding using function composition, pipelining, chaining, and transducingUse declarative coding as opposed to imperative coding to write clean JavaScript codeCreate more reliable code with closures and immutable dataApply practical solutions to complex programming problems using recursionImprove your functional code using data types, type checking, and immutabilityUnderstand advanced functional programming concepts such as lenses and prisms for data accessWho this book is for This book is for JavaScript developers who want to enhance their programming skills and build efficient

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web applications. Frontend and backend developers who use various JavaScript frameworks and libraries like React, Angular, or Node.js will also find the book helpful. Working knowledge of ES2019 is required to grasp the concepts covered in the book easily.

Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful

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diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with Algorithms in Motion, a practical, hands-on video course available exclusively at Manning.com (www.manning.com/livevideo/algorithms-in-motion). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving

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a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like

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data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer

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with a dual background in Computer Science and Fine Arts. He blogs on programming at adit.io. Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors

" Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for today's web and mobile apps. This book takes a practical approach to data structures and algorithms, with techniques and real-world scenarios that you can use in your daily

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production code. Graphics and examples make these computer science concepts understandable and relevant. You can use these techniques with any language; examples in the book are in JavaScript, Python, and Ruby. Use Big O notation, the primary tool for evaluating algorithms, to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster than the alternatives. Dig into advanced data structures such as binary trees and graphs to help

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scale specialized applications such as social networks and mapping software. You'll even encounter a single keyword that can give your code a turbo boost. Jay Wengrow brings to this book the key teaching practices he developed as a web development bootcamp founder and educator. Use these techniques today to make your code faster and more scalable. "

Hone your skills by learning classic data structures and algorithms in JavaScript

About This Book-

Understand common data structures and the associated algorithms, as well as the context in which they are used.- Master existing JavaScript data structures such as array, set and map and learn how to

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implement new ones such as stacks, linked lists, trees and graphs.- All concepts are explained in an easy way, followed by examples. Who This Book Is For If you are a student of Computer Science or are at the start of your technology career and want to explore JavaScript's optimum ability, this book is for you. You need a basic knowledge of JavaScript and programming logic to start having fun with algorithms. What You Will Learn- Declare, initialize, add, and remove items from arrays, stacks, and queues- Get the knack of using algorithms such as DFS (Depth-first Search) and BFS (Breadth-First Search) for the most complex data structures- Harness the

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power of creating linked lists, doubly linked lists, and circular linked lists- Store unique elements with hash tables, dictionaries, and sets- Use binary trees and binary search trees- Sort data structures using a range of algorithms such as bubble sort, insertion sort, and quick sort

In Detail This book begins by covering basics of the JavaScript language and introducing ECMAScript 7, before gradually moving on to the current implementations of ECMAScript 6. You will gain an in-depth knowledge of how hash tables and set data structure functions, as well as how trees and hash maps can be used to search files in a HD or represent a database. This book is an accessible route deeper

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into JavaScript. Graphs being one of the most complex data structures you'll encounter, we'll also give you a better understanding of why and how graphs are largely used in GPS navigation systems in social networks. Toward the end of the book, you'll discover how all the theories presented by this book can be applied in real-world solutions while working on your own computer networks and Facebook searches. Style and approach This book gets straight to the point, providing you with examples of how a data structure or algorithm can be used and giving you real-world applications of the algorithm in JavaScript. With real-world use cases associated with each data structure,

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the book explains which data structure should be used to achieve the desired results in the real world.

*If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes, and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-oriented language that puts many design decisions right into your hands. In *The Principles of Object-Oriented JavaScript*, Nicholas C. Zakas thoroughly explores JavaScript's object-oriented nature, revealing the language's unique*

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implementation of inheritance and other key characteristics. You'll learn: -The difference between primitive and reference values -What makes JavaScript functions so unique -The various ways to create objects -How to define your own constructors -How to work with and understand prototypes -Inheritance patterns for types and objects

The Principles of Object-Oriented JavaScript will leave even experienced developers with a deeper understanding of JavaScript. Unlock the secrets behind how objects work in JavaScript so you can write clearer, more flexible, and more efficient code.

Scratch Coding Cards

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A Common-Sense Guide to Data Structures and Algorithms, Second Edition

Learning Data Structures in JavaScript from Scratch

Python for Everybody

Data Structures & Algorithms in Kotlin (Second Edition)

Data Structures & Algorithms books by Hemant Jain is a series of books about the usage of Data Structures and Algorithms in computer programming. The book is easy to follow and is written for interview preparation point of view. In

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these books, the examples are solved in various languages like Go, C, C++, Java, C#, Python, VB, JavaScript and PHP. GitHub Repositories for these books. <https://github.com/Hemant-Jain-Author-Book's-Composition> This book introduces you to the world of data structures and algorithms. Data structures defines the way in which data is arranged in memory for fast and efficient access while algorithms are a set of instruction to solve problems by manipulating these data structures. Designing an efficient algorithm is a very important skill that all

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software companies, e.g. Microsoft, Google, Facebook etc. pursues. Most of the interviews for these companies are focused on knowledge of data-structures and algorithms. They look for how candidates use concepts of data structures and algorithms to solve complex problems efficiently. Apart from knowing, a programming language you also need to have good command of these key computer fundamentals to not only qualify the interview but also excel in you jobs as a software engineer. This book assumes that you are a C language developer. You are not an

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expert in C language, but you are well familiar with concepts of classes, functions, arrays, pointers and recursion. At the start of this book, we will be looking into Complexity Analysis followed by the various data structures and their algorithms. We will be looking into a Linked-List, Stack, Queue, Trees, Heap, Hash-Table and Graphs. We will also be looking into Sorting, Searching techniques. In last few chapters, we will be looking into various algorithmic techniques. Such as, Brute-Force algorithms, Greedy algorithms, Divide and Conquer

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algorithms, Dynamic Programming, Reduction and Backtracking. . Table of Contents Chapter 0: How to use this book. Chapter 1: Algorithms Analysis Chapter 2: Approach to solve algorithm design problems Chapter 3: Abstract Data Type & C# Collections Chapter 4: Searching Chapter 5: Sorting Chapter 6: Linked List Chapter 7: Stack Chapter 8: Queue Chapter 9: Tree Chapter 10: Priority Queue Chapter 11: Hash-Table Chapter 12: Graphs Chapter 13: String Algorithms Chapter 14: Algorithm Design Techniques Chapter 15: Brute Force Algorithm

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Chapter 16: Greedy Algorithm Chapter 17: Divide & Conquer Chapter 18: Dynamic Programming Chapter 19: Backtracking Chapter 20: Complexity Theory

Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for today's web and mobile apps. Take a practical approach to data structures and algorithms, with techniques and real-world scenarios that you can use in your daily production code, with

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examples in JavaScript, Python, and Ruby. This new and revised second edition features new chapters on recursion, dynamic programming, and using Big O in your daily work. Use Big O notation to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster than the alternatives. Dig into advanced data structures such as binary

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trees and graphs to help scale specialized applications such as social networks and mapping software. Youâ€™ll even encounter a single keyword that can give your code a turbo boost. Practice your new skills with exercises in every chapter, along with detailed solutions. Use these techniques today to make your code faster and more scalable.

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If

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you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design

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patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to

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book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis! JavaScript structures and algorithm concepts and their relation. JavaScript developer wishing to analyze and build great software solutions. You'll discover how to implement data structures such as hash tables, linked lists, stacks, queues, trees, and graphs. This book covers the practical applications of data structures and algorithms to encryption, searching and sorting. It is crucial for JavaScript developers to understand how data

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structures work and how to design algorithms. This book and the Graphic provide that essential foundation for doing With JavaScript Data Structures and Algorithms.

If you are new to both JavaScript and programming, this hands-on book is for you. Rather than staring blankly at gobbledygook, you'll explore JavaScript by entering and running hundreds of code samples in Firebug, a free JavaScript debugger. Then in the last two chapters, you'll leave the safety of Firebug and hand-code an uber cool JavaScript application in

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your preferred text editor. Written in a friendly, engaging narrative style, this innovative JavaScript tutorial covers the following essentials: Core JavaScript syntax, such as value types, operators, expressions, and statements provided by ECMAScript. Features for manipulating XHTML, CSS, and events provided by DOM. Object-oriented JavaScript, including prototypal and classical inheritance, deep copy, and mixins. Closure, lazy loading, advance conditional loading, chaining, currying, memoization, modules, callbacks, recursion, and

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other powerful function techniques. Encoding data with JSON or XML. Remote scripting with JSON-P or XMLHttpRequest Drag-and-drop, animated scrollers, skin swappers, and other cool behaviors. Optimizations to ensure your scripts run snappy. Formatting and naming conventions to prevent you from looking like a greenhorn. New ECMAScript 5, DOM 3, and HTML 5 features such as Object.create(), Function.prototype.bind(), strict mode, querySelector(), querySelectorAll(), and getElementsByClassName(). As you can see, due

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to its fresh approach, this book is by no means watered down. Therefore, over the course of your journey, you will go from JavaScript beginner to wizard, acquiring the skills recruiters desire.

**A Handbook of Agile Software Craftsmanship
Write complex and powerful JavaScript code using the latest ECMAScript, 3rd Edition
JavaScript for Impatient Programmers
Learning Functional Data Structures and Algorithms**

Write clean, robust, and maintainable web and

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server code using functional JavaScript, 2nd Edition

JavaScript Data Structures and Algorithms

Learn Data Structures & Algorithms in Swift! Data structures and algorithms form the basis of computer programming and are the starting point for anyone looking to become a software engineer. Choosing the proper data structure and algorithm involves understanding the many details and trade-offs of using them, which can be time-consuming to

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learn - and confusing. This is where this book, Data Structures & Algorithms in Swift, comes to the rescue! In this book, you'll learn the nuts and bolts of how fundamental data structures and algorithms work by using easy-to-follow tutorials loaded with illustrations; you'll also learn by working in Swift playground code.

Who This Book Is For
This book is for developers who know the basics of Swift syntax and want a better theoretical understanding of

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*what data structures and algorithms are to build more complex programs or ace a whiteboard interview. Topics Covered in Data Structures & Algorithms in Swift**

- Basic data structures and algorithms, including stacks, queues and linked lists.*
- *How protocols can be used to generalize algorithms.*
- *How to leverage the algorithms of the Swift standard library with your own data structures.*
- *Trees, tries and graphs.*
- *Building algorithms on top of other*

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*primitives. *A complete spectrum of sorting algorithms from simple to advanced. *How to think about algorithmic complexity. *Finding shortest paths, traversals, subgraphs and much more. After reading this book, you'll have a solid foundation on data structures and algorithms and be ready to solve more complex problems in your apps elegantly.*

No matter how much experience you have with JavaScript, odds are you don't

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fully understand the language. This concise, in-depth guide takes you inside JavaScript's this structure and object prototypes. You'll learn how they work and why they're integral to behavior delegation—a design pattern in which objects are linked, rather than cloned. Like other books in the “You Don't Know JS” series, this and Object Prototypes dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with

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this knowledge, you can become a true JavaScript master. With this book you will: Explore how the this binding points to objects based on how the function is called Look into the nature of JS objects and why you'd need to point to them Learn how developers use the mixin pattern to fake classes in JS Examine how JS's prototype mechanism forms links between objects Learn how to move from class/inheritance design to behavior delegation Understand how

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the OLOO (objects-linked-to-other-objects) coding style naturally implements behavior delegation
Create scalable, reusable high-quality JavaScript applications and libraries
As an experienced JavaScript developer moving to server-side programming, you need to implement classic data structures and algorithms associated with conventional object-oriented languages like C# and Java. This practical guide shows you how to work

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hands-on with a variety of storage mechanisms—including linked lists, stacks, queues, and graphs—within the constraints of the JavaScript environment. Determine which data structures and algorithms are most appropriate for the problems you're trying to solve, and understand the tradeoffs when using them in a JavaScript program. An overview of the JavaScript features used throughout the book is also included. This book

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covers: Arrays and lists: the most common data structures Stacks and queues: more complex list-like data structures Linked lists: how they overcome the shortcomings of arrays Dictionaries: storing data as key-value pairs Hashing: good for quick insertion and retrieval Sets: useful for storing unique elements that appear only once Binary Trees: storing data in a hierarchical manner Graphs and graph algorithms: ideal for modeling networks

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*Algorithms: including those that help you sort or search data
Advanced algorithms: dynamic programming and greedy algorithms*

Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for developing software. It can provide a complete solution that acts like reusable code. In this book, you will

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learn how to use various data structures while developing in the ES6 + JavaScript language as well as how to implement some of the most common algorithms used with such data structures. You will get to know arrays, lists, linkedlist together with real-world examples of your application. Then, you will learn how to create and use stacks and queues. In the following part of the book, the more complex data structures will be

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introduced, namely Trees and graphs, together with some algorithms for searching the shortest path in a graph. This book is rich in examples, with beautiful pictures and texts, and step by step explains the data structure and algorithms in a way that is easy to understand.

*JavaScript: The Definitive Guide
Bringing classic computing approaches to the Web*

Easy Learning Data Structures and

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*Algorithms Java Practice
Easy Learning Data Structures &
Algorithms Javascript
The World Book Encyclopedia
Eloquent JavaScript*

*Structure and Interpretation of Computer Programs by Harold
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Ltd*

*A collection of ten themed activity card sets that introduces children to
computer programming fundamentals using Scratch, a visual
programming language developed by the Lifelong Kindergarten Group*

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at the MIT Media Lab.

This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Introduction to Algorithms, fourth edition

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A JavaScript and jQuery Developer's Guide

Data Structures and Algorithms with JavaScript

You Don't Know JS: this & Object Prototypes

Easy Learning Data Structures and Algorithms JavaScript (2 Edition)

Hands-On Data Structures and Algorithms with JavaScript

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The earlier Python

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2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Explore data structures and algorithm concepts and their relation to everyday JavaScript development. A basic understanding of these ideas is essential to any JavaScript developer wishing to analyze and build great software solutions. You'll discover how to implement data structures such as hash tables, linked lists, stacks, queues, trees, and graphs. You'll also learn how a URL shortener, such as bit.ly, is developed and what is happening to the data as a PDF is uploaded to a webpage. This book covers the practical

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applications of data structures and algorithms to encryption, searching, sorting, and pattern matching. It is crucial for JavaScript developers to understand how data structures work and how to design algorithms. This book and the accompanying code provide that essential foundation for doing so. With JavaScript Data Structures and Algorithms you can start developing your knowledge and applying it to your JavaScript projects today. What You'll Learn

- Review core data structure fundamentals: arrays, linked-lists, trees, heaps, graphs, and hash-table
- Review core algorithm fundamentals: search, sort, recursion, breadth/depth first search, dynamic programming, bitwise operators
- Examine how the core data structure and algorithms knowledge fits into context of JavaScript explained using prototypical inheritance and native JavaScript objects/data types
- Take a high-level look at commonly used design

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patterns in JavaScript Who This Book Is For Existing web developers and software engineers seeking to develop or revisit their fundamental data structures knowledge; beginners and students studying JavaScript independently or via a course or coding bootcamp.

Learn Data Structures & Algorithms in Kotlin! Data structures and algorithms are fundamental tools every developer should have. In this book, you'll learn how to implement key data structures in Kotlin, and how to use them to solve a robust set of algorithms. This book is for intermediate Kotlin or Android developers who already know the basics of the language and want to improve their knowledge. Topics Covered in This Book Introduction to Kotlin: If you're new to Kotlin, you can learn the main constructs and begin writing code. Complexity: When you study algorithms, you need a

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way to compare their performance in time and space. Learn about the Big-O notation to help you do this. Elementary Data Structures: Learn how to implement Linked List, Stacks, and Queues in Kotlin. Trees: Learn everything you need about Trees - in particular, Binary Trees, AVL Trees, as well as Binary Search and much more. Sorting Algorithms: Sorting algorithms are critical for any developer. Learn to implement the main sorting algorithms, using the tools provided by Kotlin. Graphs: Have you ever heard of Dijkstra and the calculation of the shortest path between two different points? Learn about Graphs and how to use them to solve the most useful and important algorithms.

Write more efficient and performant code by learning data structures About This Video Code out the most commonly used data structures and actually understand how they are working under-

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the-hood Understand why data structures are important and in which use cases each type of data structure is commonly used Be very well prepared for technical coding interviews and coding challenges In Detail Data structures allow you to improve the efficiency, performance, speed, and scalability of your code/programs/applications. You will learn what data structures are, why they are important, and how to code them out in JavaScript. You will also learn other important programming concepts along the way such as recursion, time complexity, the "this" keyword, the prototype object, and constructor functions since data structures use these concepts by their very nature. This course heavily uses diagrams and animations to help make understanding the material easier. The course covers a mix of ES5 and ES6 code so that you get a better grasp of the fundamental concepts and why the

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language actually functions as it does "under-the-hood".

Hone your skills by learning classic data structures and algorithms in JavaScript About This Book Understand common data structures and the associated algorithms, as well as the context in which they are used. Master existing JavaScript data structures such as array, set and map and learn how to implement new ones such as stacks, linked lists, trees and graphs. All concepts are explained in an easy way, followed by examples. Who This Book Is For If you are a student of Computer Science or are at the start of your technology career and want to explore JavaScript's optimum ability, this book is for you. You need a basic knowledge of JavaScript and programming logic to start having fun with algorithms. What You Will Learn Declare, initialize, add, and remove items from arrays, stacks, and queues Get the knack of using algorithms such as DFS

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(Depth-first Search) and BFS (Breadth-First Search) for the most complex data structures Harness the power of creating linked lists, doubly linked lists, and circular linked lists Store unique elements with hash tables, dictionaries, and sets Use binary trees and binary search trees Sort data structures using a range of algorithms such as bubble sort, insertion sort, and quick sort In Detail This book begins by covering basics of the JavaScript language and introducing ECMAScript 7, before gradually moving on to the current implementations of ECMAScript 6. You will gain an in-depth knowledge of how hash tables and set data structure functions, as well as how trees and hash maps can be used to search files in a HD or represent a database. This book is an accessible route deeper into JavaScript. Graphs being one of the most complex data structures you'll encounter, we'll also give you a better understanding of why

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and how graphs are largely used in GPS navigation systems in social networks. Toward the end of the book, you'll discover how all the theories presented by this book can be applied in real-world solutions while working on your own computer networks and Facebook searches. Style and approach This book gets straight to the point, providing you with examples of how a data structure or algorithm can be used and giving you real-world applications of the algorithm in JavaScript. With real-world use cases associated with each data structure, the book explains which data structure should be used to achieve the desired results in the real world.

Structure and Interpretation of Computer Programs - 2nd Edition

Classic Data Structures and Algorithms in ES6+ JavaScript

Clean Code

Exploring Data in Python 3

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The Principles of Object-Oriented JavaScript
Graphic Javascript Algorithms

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the

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interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Understand data structures and the associated algorithms, as well as the context in which they are used. Master existing JavaScript data structures such as array, set and map and learn how to implement new ones such as stacks, linked lists, trees and

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graphs. All concepts are explained in an easy way, followed by examples. You will gain an in-depth knowledge of how hash tables and set data structure functions, as well as how trees and hash maps. This book is an accessible route deeper into JavaScript. Graphs being one of the most complex data structures you'll encounter.

1. Bubble Sorting Algorithm
2. Select Sorting Algorithm
3. Insert Sorting Algorithm
4. Dichotomy Binary Search
5. Unidirectional Linked List
 - 5.1 Create and Initialization
 - 5.2 Add Node
 - 5.3 Insert Node
 - 5.4 Delete Node
6. Doubly Linked List
 - 6.1 Create and

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Initialization
6.2 Add Node
6.3 Insert Node
6.4 Delete Node
7. One-way Circular LinkedList
7.1 Initialization and Traversal
7.2 Insert Node
7.3 Delete Node
8. Two-way Circular LinkedList
8.1 Initialization and Traversal
8.2 Insert Node
8.3 Delete Node
9. Queue
10. Stack
11. Recursive Algorithm
12. Two-way Merge Algorithm
13. Quick Sort Algorithm
14. Binary Search Tree
14.1 Construct a binary search tree
14.2 Binary search tree In-order traversal
14.3 Binary search tree Pre-order traversal
14.4 Binary search tree Post-order traversal
14.5 Binary search tree Maximum and minimum
14.6 Binary search tree

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Delete Node
15. Binary Heap Sorting
16. Hash Table
17. Graph
17.1 Undirected Graph and Depth-First Search
17.2 Undirected Graph and Breadth-First Search
17.3 Directed Graph and Depth-First Search
17.4 Directed Graph and Breadth-First Search
17.5 Directed Graph Topological Sorting

Create classic data structures and algorithms such as depth-first search and breadth-first search, learn recursion, as well as create and use a heap data structure using JavaScript

About This Book

Implement common data structures and the associated algorithms along with the context in

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which they are used Master existing JavaScript data structures such as arrays, sets, and maps, and learn how to implement new ones such as stacks, linked lists, trees, and graphs in ES 8 Develop abstract data types to make JavaScript a more flexible and powerful programming language Who This Book Is For If you're a JavaScript developer who wants to dive deep into JavaScript and write complex programs using JavaScript data structures and algorithms, this book is for you. What You Will Learn Declare, initialize, add, and remove items from arrays, stacks, and queues Create and use linked

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how graphs, one of the most complex data structures, are largely used in GPS navigation systems in social networks. Toward the end of the book, you'll discover how all the theories presented in this book can be applied to solve real-world problems while working on your own computer networks and Facebook searches. Style and approach Easy to follow guide which will cover the most used data s ...

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Data Structures and Algorithms Java Practice, It is designed to be easy to read and understand

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although the topic itself is complicated. Algorithms are the procedures that software programs use to manipulate data structures. Besides clear and simple example programs, The programs demonstrate in graphical form what data structures look like and how they operate.

1. Linear Table Definition
2. Linear Table Append
3. Linear Table Delete
4. Linear Table Search
5. Bubble Sorting Algorithm
6. Select Sorting Algorithm
7. Insert Sorting Algorithm
8. Dichotomy Binary Search
9. Unidirectional Linked List
10. Doubly Linked List
11. One-way Circular Linked List
12. Two-way Circular Linked List
13. Queue
14. Stack
- 15.

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JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to:

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syntax, control, and data –Use object-oriented and functional programming techniques to organize and clarify your programs –Script the browser and make basic Web applications –Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web. Increase your productivity by implementing complex data structures and algorithms using JavaScript Key Features

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Select Sorting Algorithm3. Insert Sorting Algorithm4. Dichotomy Binary Search5. Unidirectional Linked List5.1 Create and Initialization5.2 Add Node5.3 Insert Node5.4 Delete Node6. Doubly Linked List6.1 Create and Initialization6.2 Add Node6.3 Insert Node6.4 Delete Node7. One-way Circular LinkedList7.1 Initialization and Traversal7.2 Insert Node7.3 Delete Node8. Two-way Circular LinkedList8.1 Initialization and Traversal8.2 Insert Node8.3 Delete Node9. Queue10. Stack11. Recursive Algorithm12. Two-way Merge

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structures have the power to improve the codebase of an application and improve efficiency. With the advent of functional programming and with powerful functional languages such as Scala, Clojure and Elixir becoming part of important enterprise applications, functional data structures have gained an important place in the developer toolkit. Immutability is a cornerstone of functional programming. Immutable and persistent data structures are thread safe by definition and hence very appealing for writing robust

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