

CS6301 PROGRAMMING AND DATA STRUCTURES II

UNIT I OBJECT ORIENTED PROGRAMMING FUNDAMENTALS

C++ Programming features - Data Abstraction - Encapsulation - class - object - constructors – static members – constant members – member functions – pointers – references - Role of this pointer – Storage classes – function as arguments.

UNIT II OBJECT ORIENTED PROGRAMMING CONCEPTS

String Handling – Copy Constructor - Polymorphism – compile time and run time polymorphisms –function overloading – operators overloading – dynamic memory allocation - Nested classes - Inheritance – virtual functions.

UNIT III C++ PROGRAMMING ADVANCED FEATURES

Abstract class – Exception handling - Standard libraries - Generic Programming - templates – class template - function template – STL – containers – iterators – function adaptors – allocators -Parameterizing the class - File handling concepts.

UNIT IV ADVANCED NON-LINEAR DATA STRUCTURES

AVL trees – B-Trees – Red-Black trees – Splay trees - Binomial Heaps – Fibonacci Heaps – Disjoint Sets – Amortized Analysis – accounting method – potential method – aggregate analysis.

UNIT V GRAPHS

Representation of Graphs – Breadth-first search – Depth-first search – Topological sort – Minimum Spanning Trees – Kruskal and Prim algorithm – Shortest path algorithm – Dijkstra's algorithm –Bellman-Ford algorithm – Floyd - Warshall algorithm.

TEXT BOOKS:

1. Bjarne Stroustrup, "The C++ Programming Language", 3rd Edition, Pearson Education, 2007.
2. Mark Allen Weiss, "Data Structures and Algorithm Analysis in C++", 2nd Edition, Pearson Education, 2005

REFERENCES:

1. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest and Clifford Stein, "Introduction to Algorithms", Second Edition, Mc Graw Hill, 2002.
2. Michael T Goodrich, Roberto Tamassia, David Mount, "Data Structures and Algorithms in C++", 7th Edition, Wiley Publishers, 2004.