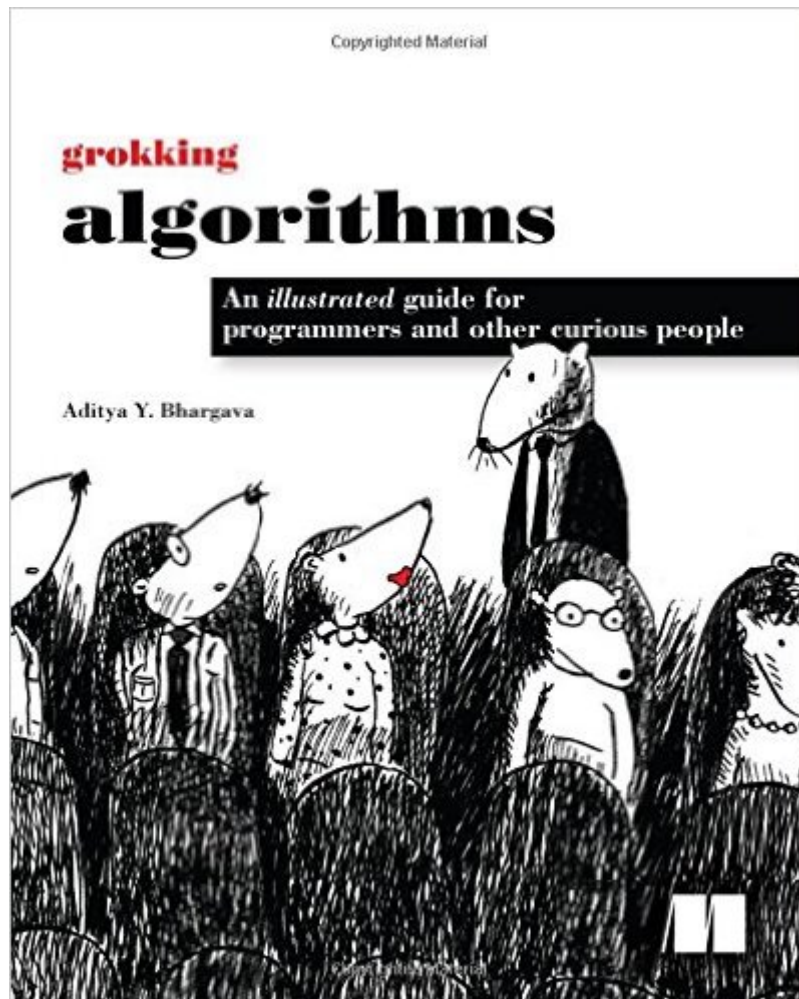


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# Grokking Algorithms: An Illustrated Guide For Programmers And Other Curious People



## Synopsis

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 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. 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 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 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 with a dual background in Computer Science and Fine Arts. He blogs on programming at [adit.io](http://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

## Book Information

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## Customer Reviews

If you are new to data structures and algorithms, I guarantee that you find this book a helpful resource with a single caveat: make sure you are the target audience. From the author: "Who should read this book? This book is aimed at anyone who knows the basics of coding and wants to understand algorithms. Maybe you already have a coding problem and are trying to find an algorithmic solution. Or maybe you want to understand what algorithms are useful for. Here's a short, incomplete list of people who will probably find this book useful: Hobbyist coders Coding boot camp students Computer science grads looking for a refresher Physics/math/other grads who are interested in programming" In my opinion, the reason this book is so much better than traditional resources on the subject is that the author adheres to a few basic principles that I find fundamental to learning. From the author: "About this book This book is designed to be easy to follow. I avoid big leaps of thought. Any time a new concept is introduced, I explain it right away or tell you when I'll explain it. Core concepts are reinforced with exercises and multiple explanations so that you can check your assumptions and make sure you're following along. I lead with examples. Instead of writing symbol soup, my goal is to make it easy for you to visualize these concepts. I also think we learn best by being able to recall something we already know, and examples make recall easier. So when you're trying to remember the difference between arrays and linked lists (explained in chapter 2), you can just think about getting seated for a movie. Also, at the risk of stating the obvious, I'm a visual learner.

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