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This is a college-level introductory textbook of algorithms and data structures with application to graphics and geometry. Contribute to maxpaj/data-structures-and-algorithms development by creating an account on GitHub. I created this repo to rehearse data structures and algorithms, knowledge which I feel like I haven't used much of since I got out of university. Layout. I'll roughly follow the course plan of the course Algorithms, Data Structures and Complexity from KTH. The aim of the course is to, at the end of the course, be able to: Independently construct computer programs that use time and memory efficiently. In professional life identify and attack problems that are unrealistically resource demanding or not possible to solve on a computer. Data structures. Application with algorithms for problems on sets, graphs, arithmetic and geometry. Implementation of algorithms. Tests. With Applications to Graphics and Geometry. JURG NIEVERGELT ETH Zurich. KLAUS H. HINRICHS University of Munster. PRENTICE HALL, Englewood Cliffs, New Jersey 07632. Library of Congress Cataloging-in-Publication Data NIEVERGELT, JURG. Algorithms and data structures : with applications to graphics and geometry / Jurg Nievergelt, Klaus Hinrichs. cm. p. Includes bibliographical references and indexes. ISBN 0-13-489428-6 1. Computer algorithms. Interaction between algorithms and data