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	Autore	Wiener Richard <1941->
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	Nota di contenuto	1. A Tour Of Generics and Concurrency In Go 2. Algorithm Efficiency Sorting and Searching 3. Abstract Data Types: OOP Without Classes in Go 4. ADT In Action: Game Of Life 5. Stacks 6. Queues and Lists 7. Hash Tables 8. Binary Trees 9. Binary Search Tree 10. AVL Trees 11. Heap Trees 12. Red Black Trees 13. Expression Trees 14. Ecological Simulation With Concurrency 15. Dynamic Programming 16. Graph Structures 17. Travelling Salesperson Problem 18. Branch and Bound Solution to TSP 19. Simulated Annealing Heuristic Solution to TSP 20. Genetic Algorithm for TSP 21. Neural Networks and Machine Learning
	Sommario/riassunto	Advance your understanding of generic data structures and algorithms and their applications using Go and the effective use of concurrency. You are invited on a journey that aims to improve your programming and problem-solving skills. This book takes you to the next step by showing how to get your programs to work efficiently as well as correctly. As you explore many data structures and the algorithms and applications associated with them, you'll focus on the trade-offs between speed and storage and the benefits of deploying concurrency when appropriate.