

# *Data Structures*

## STL Priority Queue

**Mostafa S. Ibrahim**

*Teaching, Training and Coaching since more than a decade!*

*Artificial Intelligence & Computer Vision Researcher*

*PhD from Simon Fraser University - Canada*

*Bachelor / Msc from Cairo University - Egypt*

*Ex-(Software Engineer / ICPC World Finalist)*



# Max-heap

```
8 void test_prioirty_queue_max_heap() {
9     // It acts like a max-heap
10    priority_queue<int> mx_heap;
11    mx_heap.push(1);
12    mx_heap.push(3);
13    mx_heap.push(7);
14    mx_heap.push(5);
15    mx_heap.push(9);
16
17    while (!mx_heap.empty()) {
18        cout << mx_heap.top() << " ";
19        mx_heap.pop();
20    }
21    cout << "\n";
22    // 9 7 5 3 1
23 }
```

# Min-Heap

```
25 void test_priority_queue_min_heap() {
26     // It acts like a min-heap...just copy the syntax
27     priority_queue <int, vector<int>, greater<int>> mn_heap;
28     mn_heap.push(1);
29     mn_heap.push(3);
30     mn_heap.push(7);
31     mn_heap.push(5);
32     mn_heap.push(9);
33
34     while (!mn_heap.empty()) {
35         cout << mn_heap.top() << " ";
36         mn_heap.pop();
37     }
38     cout << "\n";
39     // 1 3 5 7 9
40
41     // Min heap of strings
42     priority_queue <string, vector<string>, greater<string>> mn_heap_str;
43 }
```

*“Acquire knowledge and impart it to the people.”*

*“Seek knowledge from the Cradle to the Grave.”*