

Department of Computer Science and Engineering

## **Data Structures and Object-Oriented Design**

(CSE - 2050)

### **Hasan Baig**

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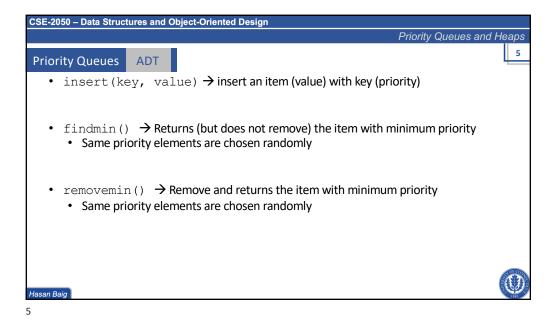
# Priority Queues and Heaps Recalling Queues... • Queues → First-In First-Out (FIFO) • The object which goes in first will be the first one to come out • Example: Call center

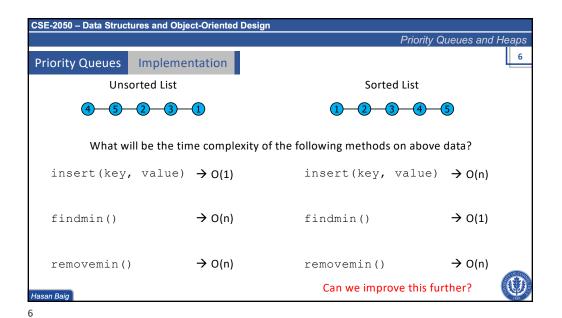
# **Module 10**

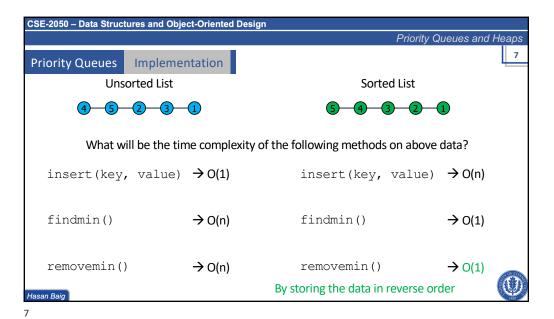
# **Priority Queues and Heaps**

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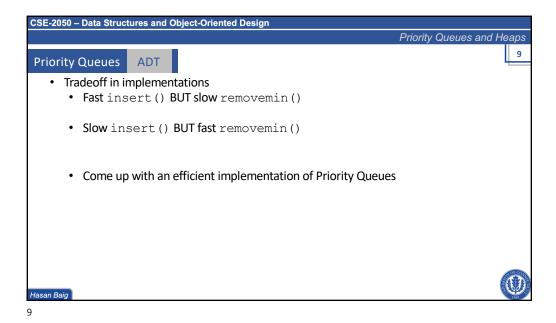
# Priority Queues • A priority queue stores a collection of items in a (key, value) pair • Key → defines the priority • Value → the actual data • A priority queue may have multiple entries with same keys, → return an arbitrary choice of item having minimum key. → Values may be any type of object.

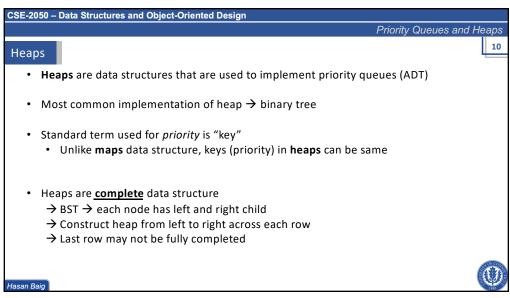


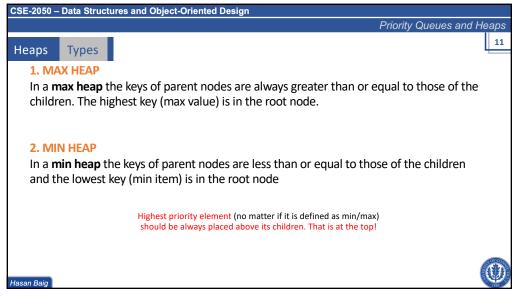


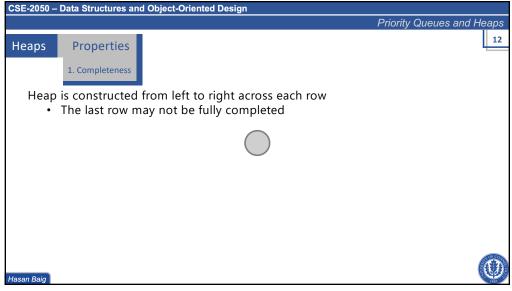


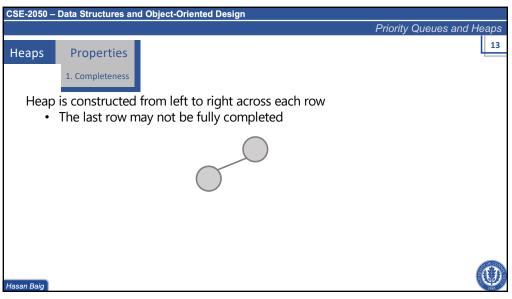
CSE-2050 - Data Structures and Object-Oriented Design Priority Queues and Heaps 8 **Priority Queues Implementation Unsorted List** Sorted List def \_\_init\_\_(self, item, priority): self.item = item self.priority = priority def \_\_lt\_\_(self, other): return self.priority < other.priority class <u>UnsortedPriorityQueue</u>: class SortedPriorityQueue: def \_\_init\_\_(self): def \_\_init\_\_(self): self.\_entries = [] self.\_entries = [] def insert(self, item, priority): def insert(self, item, priority): self.\_entries.append(Entry(item, priority)) self.\_entries.append(Entry(item, priority)) self.\_entries.sort(reverse = True) def findmin(self): return min(self.\_entries).item def findmin(self): return self.\_entries[-1].item def removemin(self): entry = min(self.\_entries) def removemin(self): self.\_entries.remove(entry) return self.\_entries.pop().item return entry.item Hasan Baig

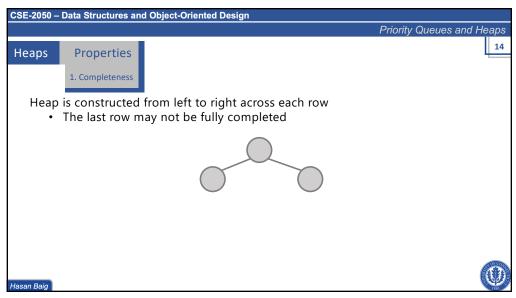


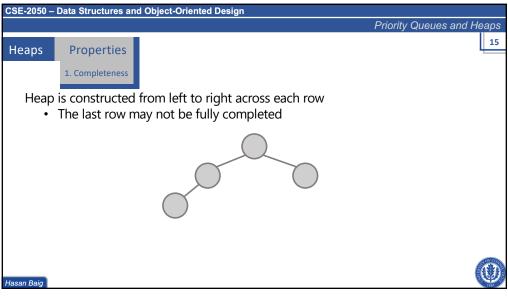


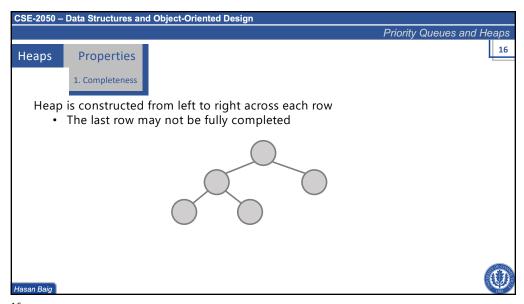


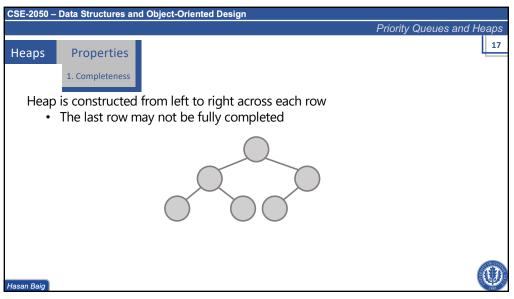


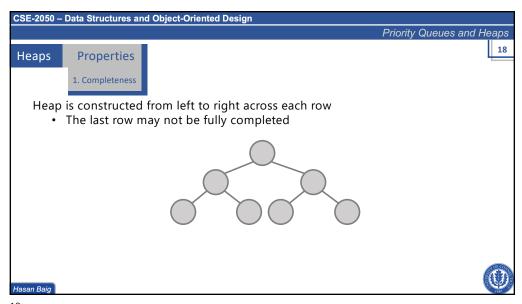


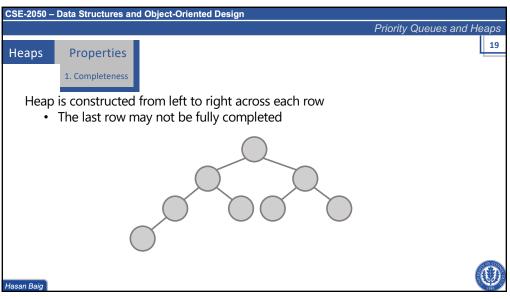


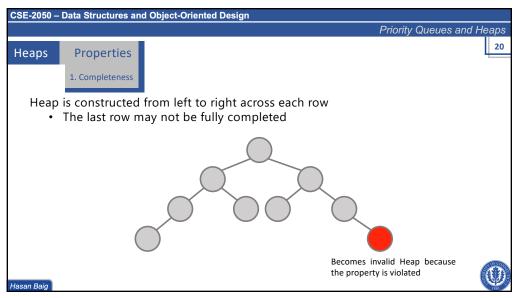


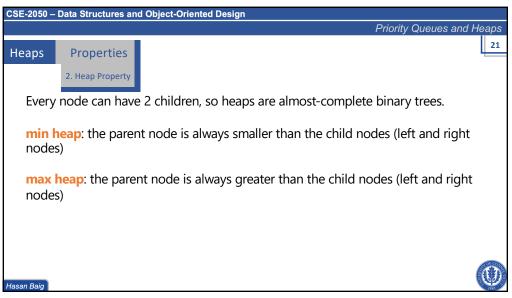


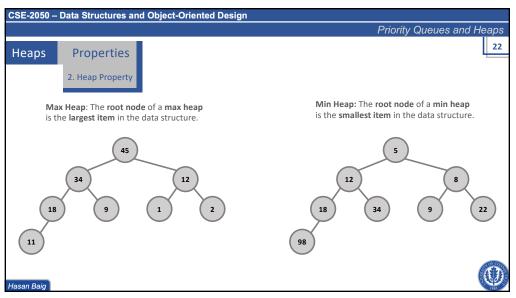


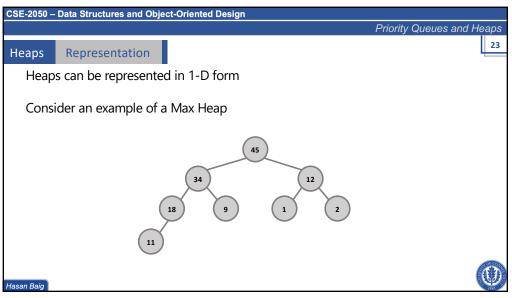


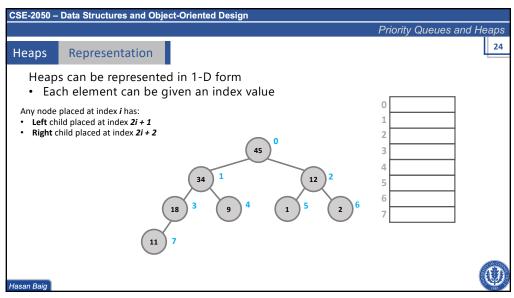


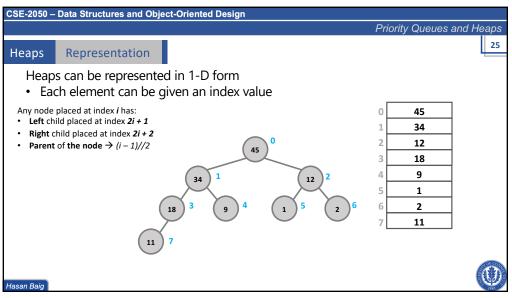


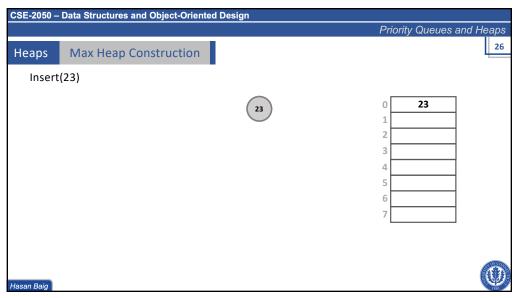


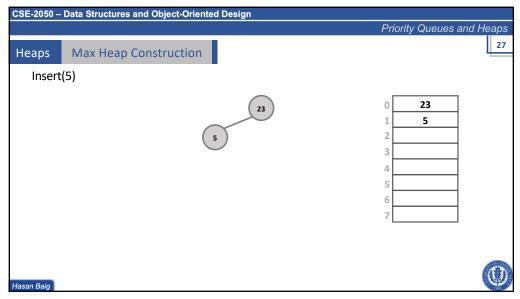


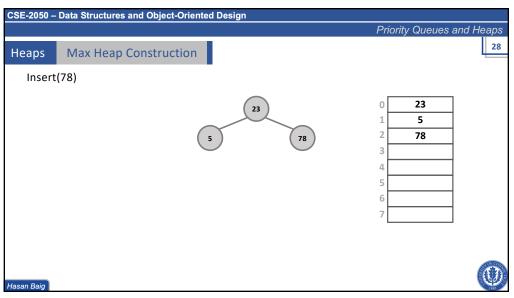


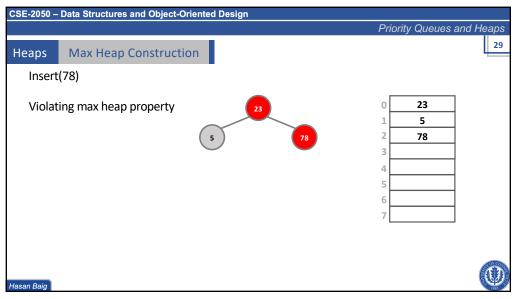


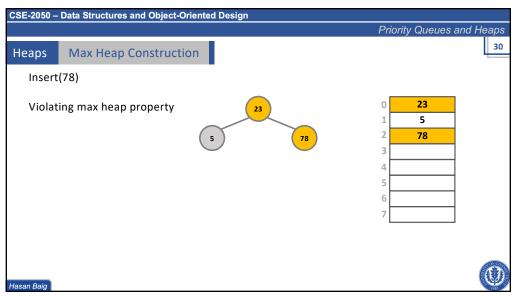


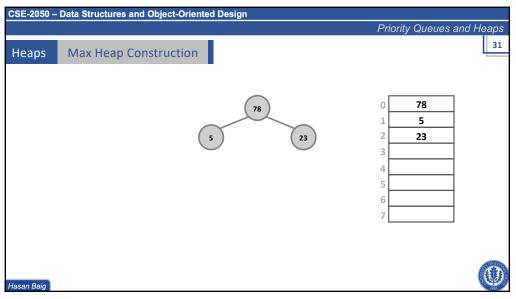


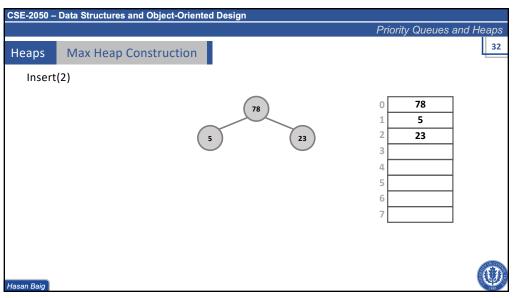


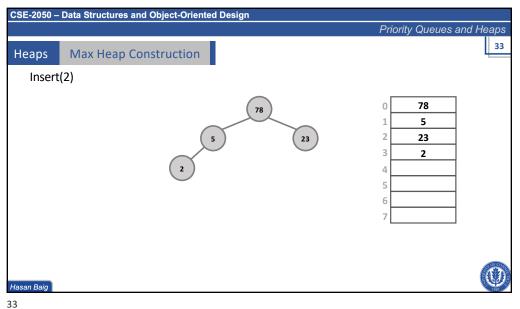


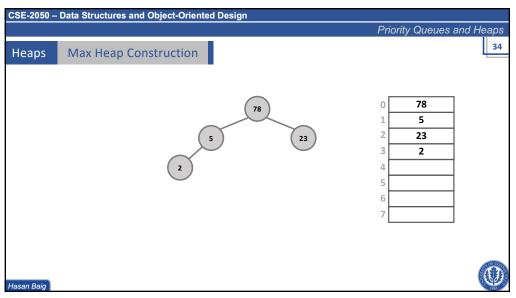


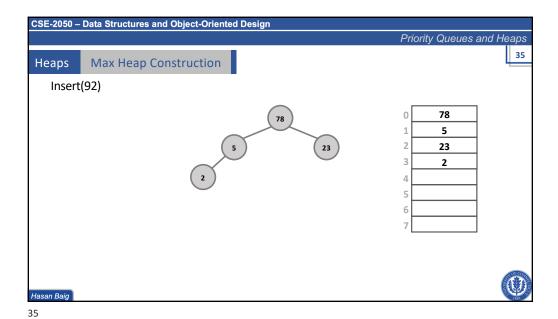




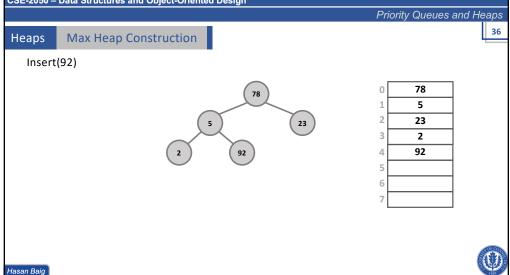


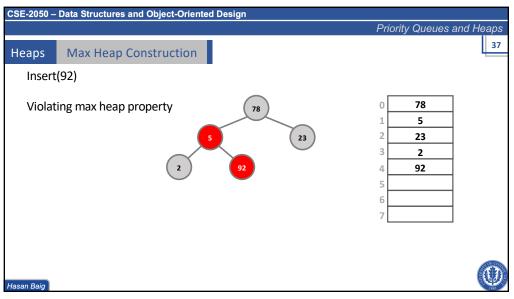


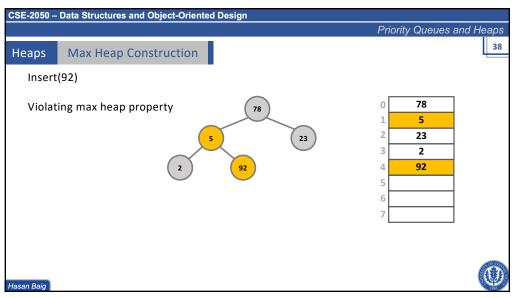


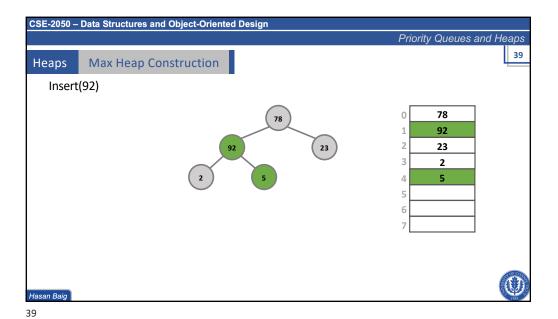


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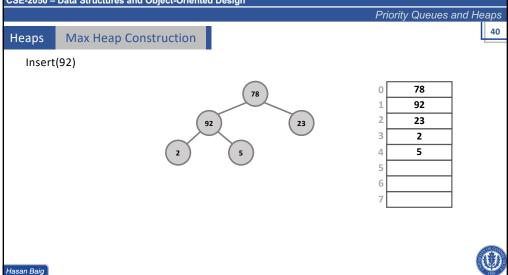


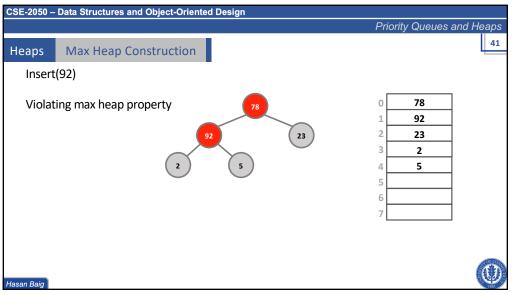


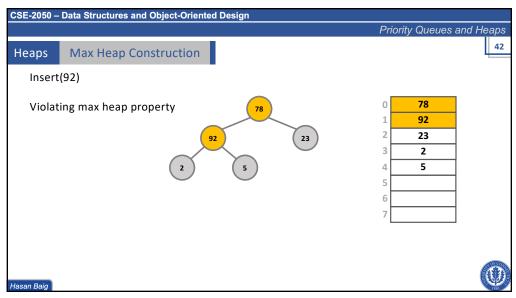


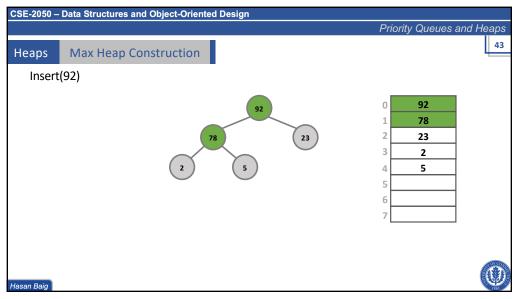


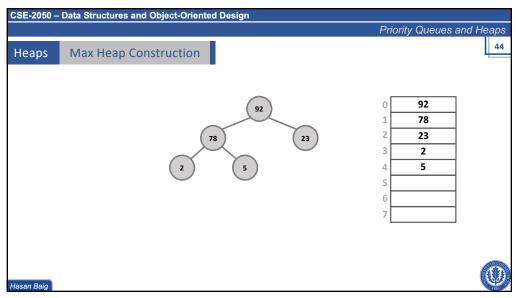
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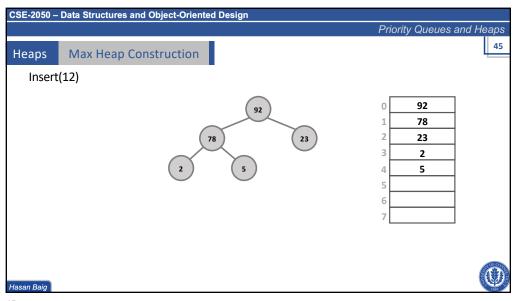


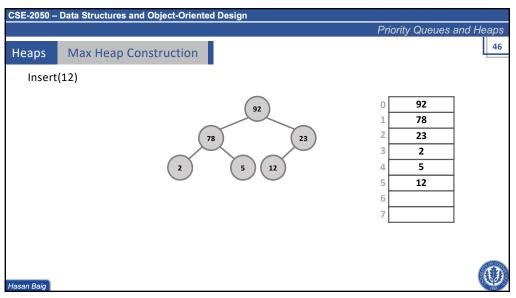


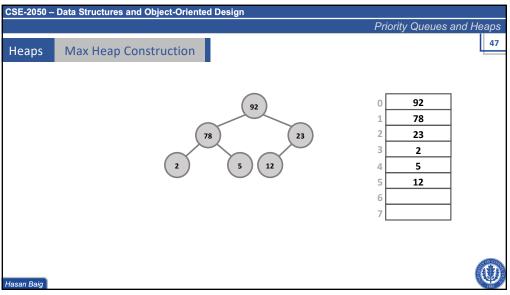


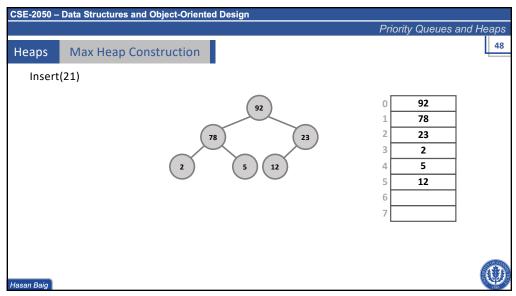


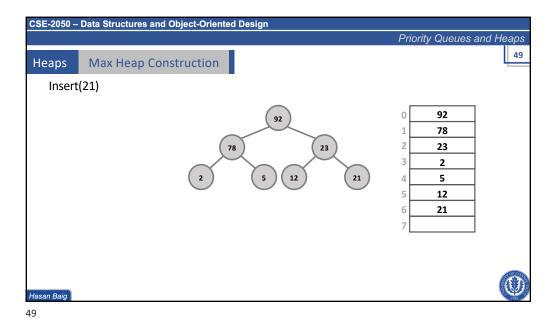


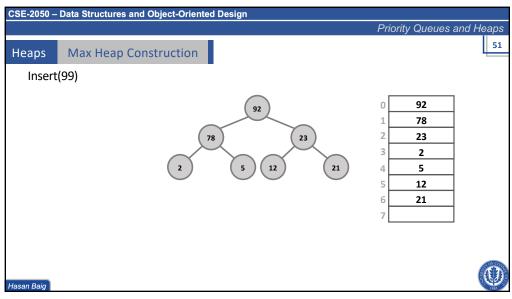


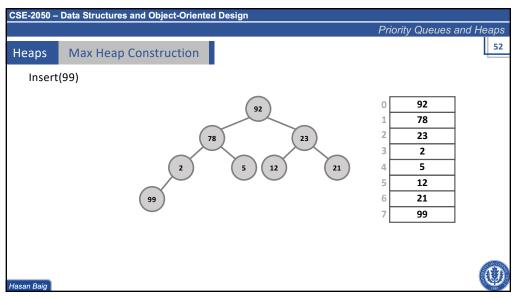


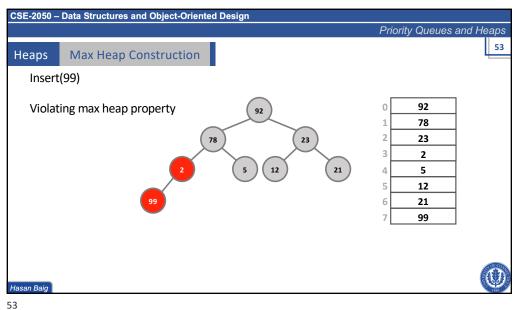


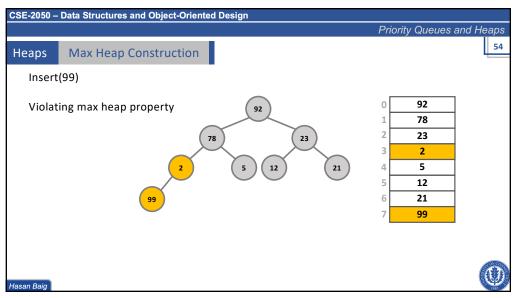


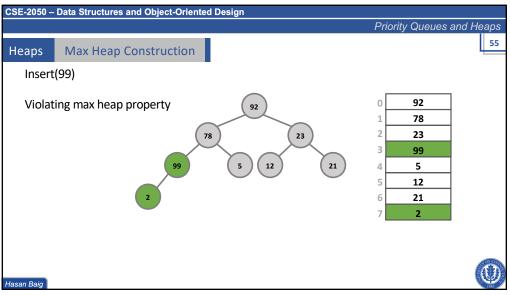


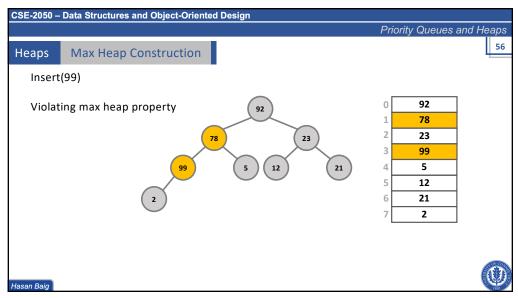


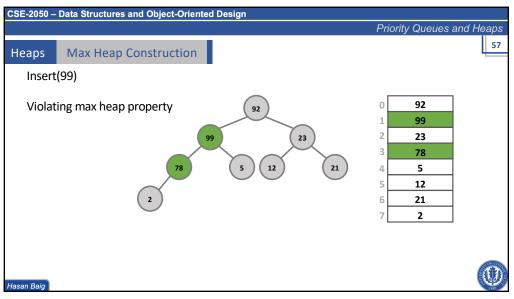


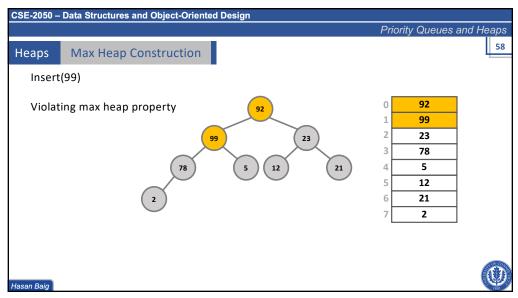


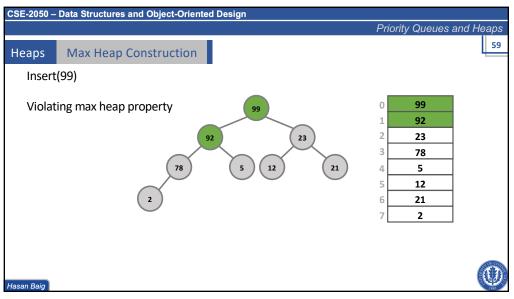


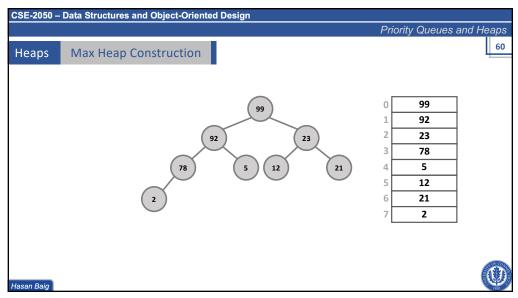


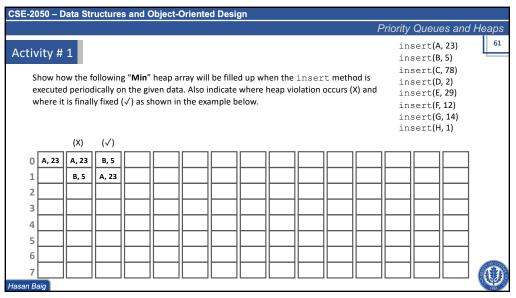


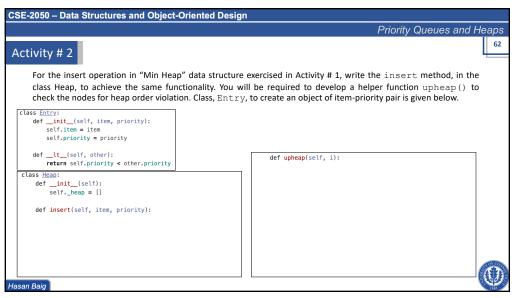


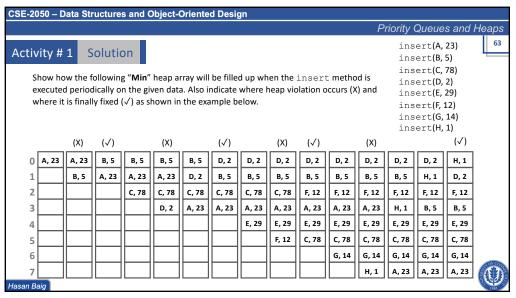


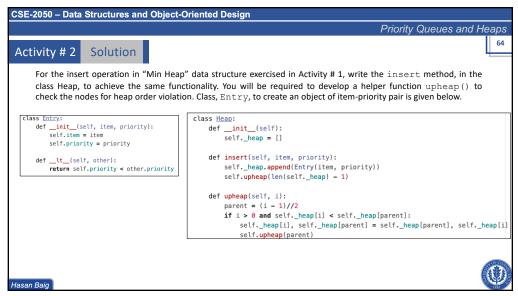














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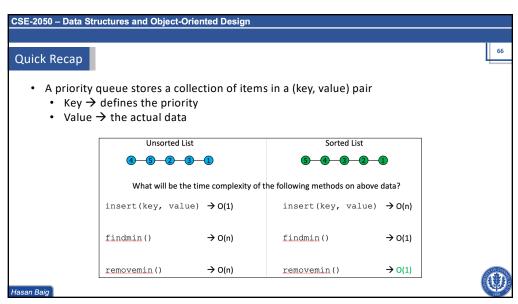
## **Data Structures and Object-Oriented Design**

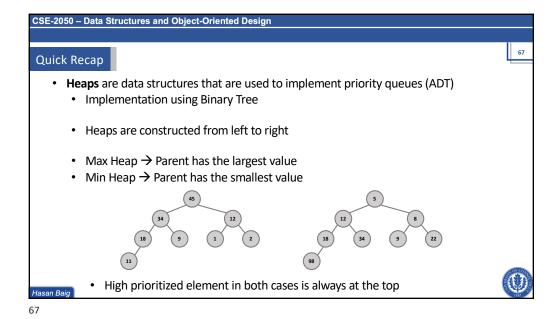
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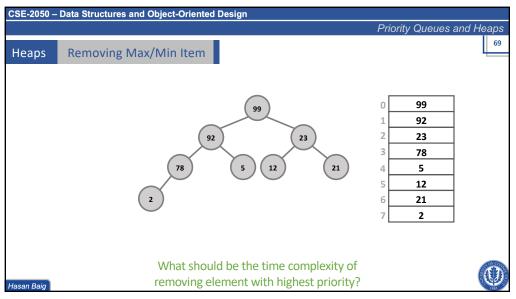
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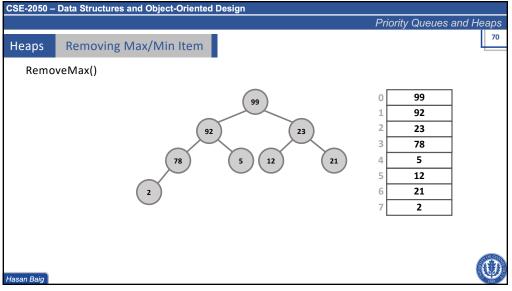
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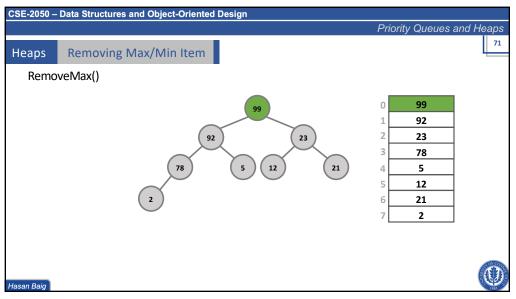


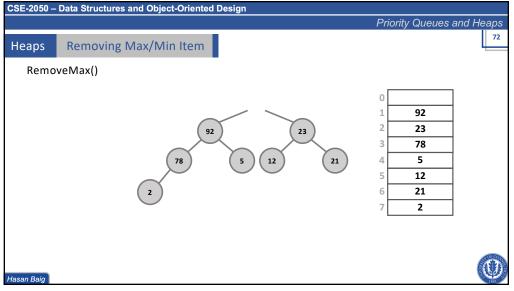


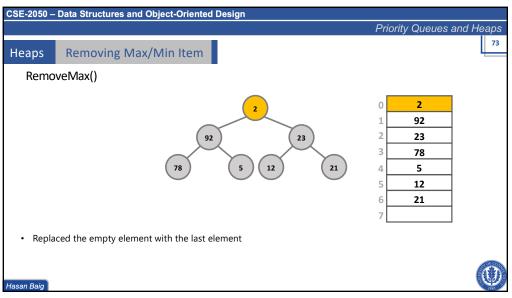
CSE-2050 - Data Structures and Object-Oriented Design 68 Quick Recap • Heaps can be represented in 1D array (list) Any node placed at index *i* has: 45 • Left child placed at index 2i + 1 34 • Right child placed at index 2i + 2 12 • Parent of the node  $\rightarrow (i-1)//2$ 18 9 1 2 11 Insert operation • Fix heap structure if it violated the heap property • Activity #1 → Insert element in Min Heap • Activity # 2 → Write a python code Hasan Baig

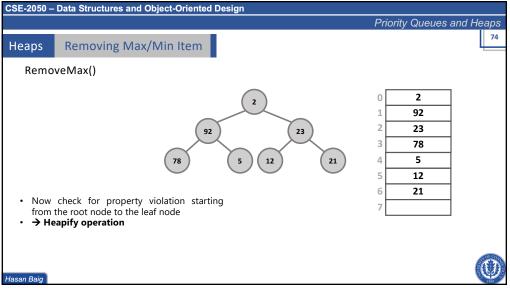


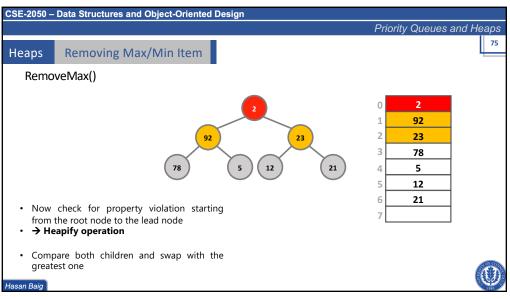


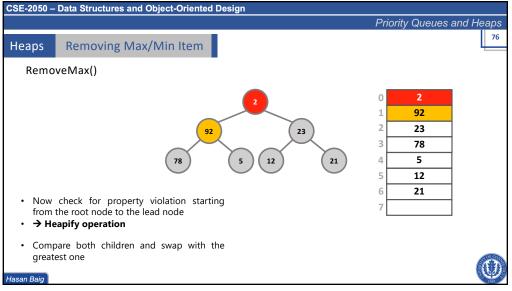


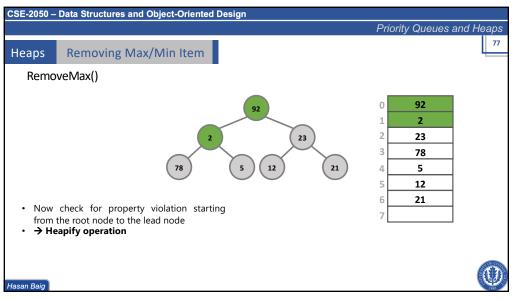


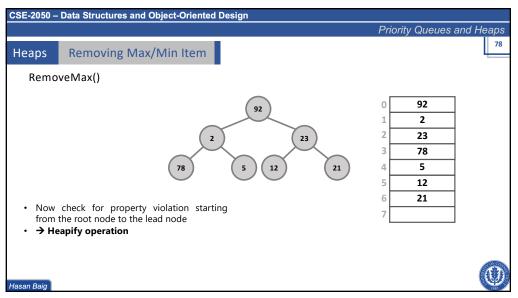


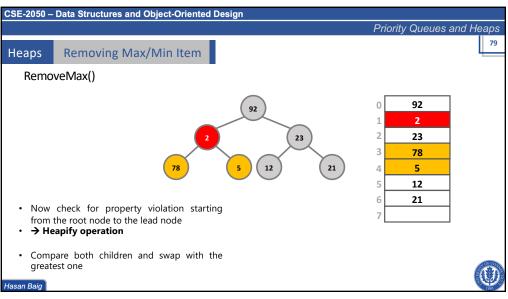


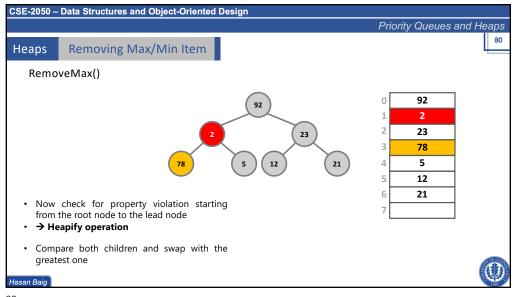


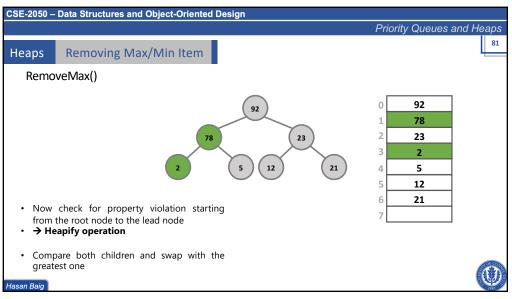


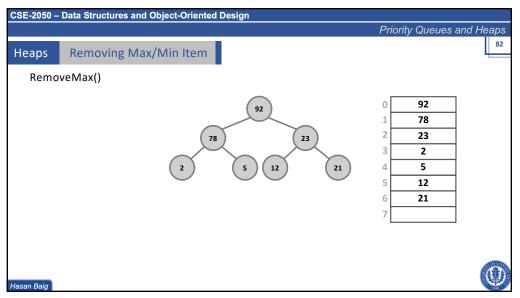


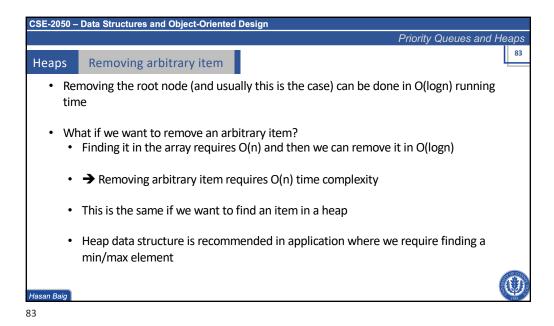












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Priority Queues and Heaps

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