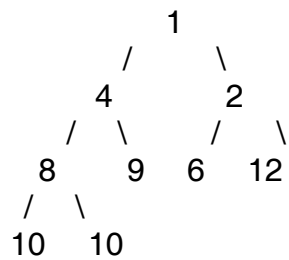
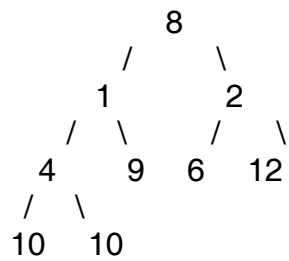
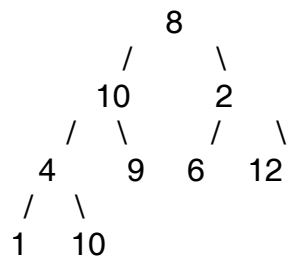
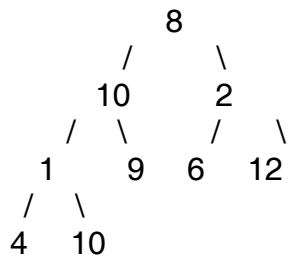
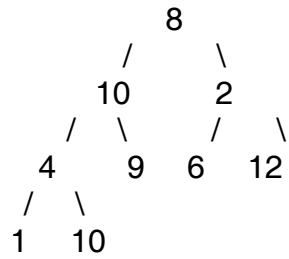


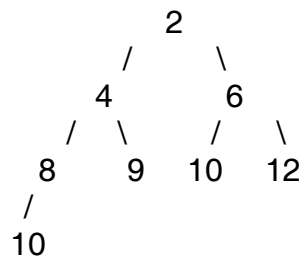
1.a. binary tree

b. COPUMTE

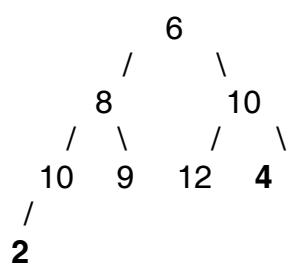
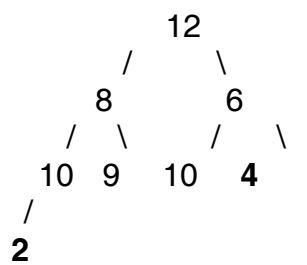
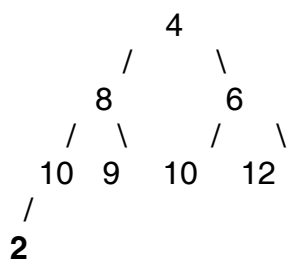
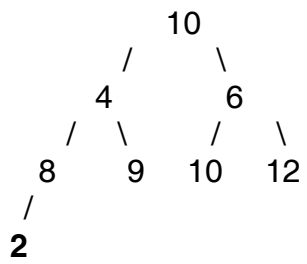
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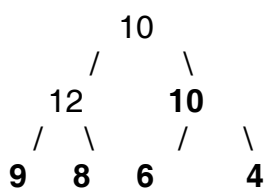
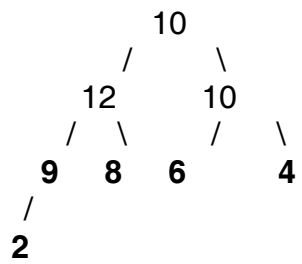
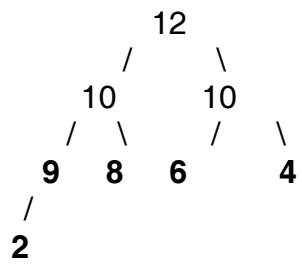
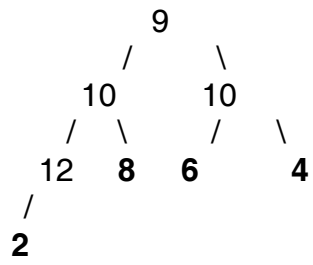
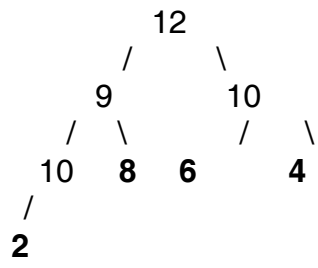
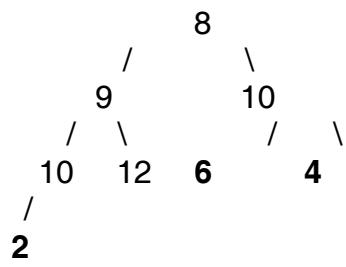


b.

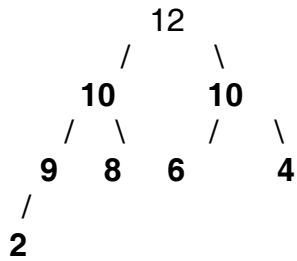


c.



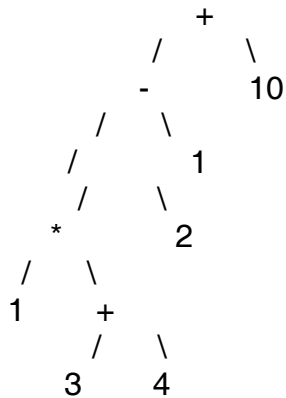


/  
2



3. Not applicable for this class (2007?)

4.



b. 1 3 4 + \* 2 / 1 - 10 +

5.

- 3/4 Building a heap (heapify)
- 2 Searching a BST in the worst case.
- 1 Searching a binary tree in the best case.
- 3/4 Searching a heap in the worst case.
- 5 Heapsort

6. Not applicable for this class (2007?)

7.

```

if( !root ) return false
if( root->item == item ) return true;
if( root->item > item ) return false;
if( !heapSearch( root->left, item ) ) return heapSearch( root->right, item );

```