

**Implementation of Min Heap**  
**Max Marks: 100**  
**Time duration: 2 Hours**

**Implement HeapNode class. [20]**

HeapNode class has following 2 data members.

```
int Key; // Heap item priority key
double Data; // data of herapNode
```

**Implement MinHeap Class.**

class MinHeap has following data members:

```
HeapNode *Arr; // Pointer to dynamically allocated array
int Length; // Size of the array
int NumElements; // Number of elements in the heap
```

Implement the folowing functions.[80]

**Display left, right and parent of a node.**

**Enqueue(int key, double data);**//Add an element in Min Heap.

**Dequeue();** // delete the element with least priority.

**printAll();** // print all elements in heap.

**void heapifyUp(int root, int size);**

//Reheap when an element is added, in order to keep it a minHeap

**void heapifyDown((int root, int size);**

// Reheap when an element is deleted.

**int findMax();** // find max element in minHeap

**void deleteMax();** // Delete max element.