```java
import java.lang.reflect.Constructor;

/**
 * {@code SortingMachine} represented as a {@code Queue} and an array (using an
 * embedding of heap sort), with implementations of primary methods.
 *
 * @param <T>
 *            type of {@code SortingMachine} entries
 * @mathdefinitions <pre>
 * IS_TOTAL_PREORDER (
 *   r: binary relation on T
 *  ) : boolean is
 *  for all x, y, z: T
 *   ((r(x, y) or r(y, x))  and
 *    (if (r(x, y) and r(y, z)) then r(x, z)))
 *
 * SUBTREE_IS_HEAP (
 *   a: string of T,
 *   start: integer,
 *   stop: integer,
 *   r: binary relation on T
 *  ) : boolean is
 *  [the subtree of a (when a is interpreted as a complete binary tree) rooted
 *   at index start and only through entry stop of a satisfies the heap
 *   ordering property according to the relation r]
 *
 * SUBTREE_ARRAY_ENTRIES (
 *   a: string of T,
 *   start: integer,
 *   stop: integer
 *  ) : finite multiset of T is
 *  [the multiset of entries in a that belong to the subtree of a
 *   (when a is interpreted as a complete binary tree) rooted at
 *   index start and only through entry stop]
 * </pre>
 * @convention <pre>
 * IS_TOTAL_PREORDER([relation computed by $this.machineOrder.compare method]  and
 * if $this.insertionMode then
 *   $this.heapSize = 0
 * else
 *   $this.entries = <>  and
 *   for all i: integer
 *       where (0 <= i  and  i < |$this.heap|)
 *     ([entry at position i in $this.heap is not null])  and
 *   SUBTREE_IS_HEAP($this.heap, 0, $this.heapSize - 1,
 *     [relation computed by $this.machineOrder.compare method])  and
 *   0 <= $this.heapSize <= |$this.heap|
 * </pre>
 * @correspondence <pre>
 * if $this.insertionMode then
 *   this = (true, $this.machineOrder, multiset_entries($this.entries))
 * else
 *   this = (false, $this.machineOrder, multiset_entries($this.heap[0, $this.heapSize)))
 * </pre>
 *
 * @author Qinuo Shi & Yiming Cheng
 *
 */
public class SortingMachine5a<T> extends SortingMachineSecondary<T> {

    /*
     * Private members --------------------------------------------------------
     */

    /**
     * Order.
     */
    private Comparator<T> machineOrder;

    /**
     * Insertion mode.
     */
    private boolean insertionMode;

    /**
     * Entries.
     */
    private Queue<T> entries;

    /**
     * Heap.
     */
    private T[] heap;

    /**
     * Heap size.
     */
    private int heapSize;

    /**
     * Exchanges entries at indices {@code i} and {@code j} of {@code array}.
     *
     * @param <T>
     *            type of array entries
     * @param array
     *            the array whose entries are to be exchanged
     * @param i
     *            one index
     * @param j
     *            the other index
     * @updates array
     * @requires 0 <= i < |array| and 0 <= j < |array|
     * @ensures array = [#array with entries at indices i and j exchanged]
     */
    private static <T> void exchangeEntries(T[] array, int i, int j) {
        assert array != null : "Violation of: array is not null";
        assert 0 <= i : "Violation of: 0 <= i";
        assert i < array.length : "Violation of: i < |array|";
        assert 0 <= j : "Violation of: 0 <= j";
        assert j < array.length : "Violation of: j < |array|";

        // TODO - fill in body
        if (i != j) {
            T tool = array[i];
            array[i] = array[j];
            array[j] = tool;
        }

    }

    /**
     * Given an array that represents a complete binary tree and an index
     * referring to the root of a subtree that would be a heap except for its
     * root, sifts the root down to turn that whole subtree into a heap.
     *
     * @param <T>
     *            type of array entries
     * @param array
     *            the complete binary tree
     * @param top
     *            the index of the root of the "subtree"
     * @param last
     *            the index of the last entry in the heap
     * @param order
     *            total preorder for sorting
     * @updates array
     * @requires <pre>
     * 0 <= top  and  last < |array|  and
     * for all i: integer
     *     where (0 <= i  and  i < |array|)
     *   ([entry at position i in array is not null])  and
     * [subtree rooted at {@code top} is a complete binary tree]  and
     * SUBTREE_IS_HEAP(array, 2 * top + 1, last,
     *     [relation computed by order.compare method])  and
     * SUBTREE_IS_HEAP(array, 2 * top + 2, last,
     *     [relation computed by order.compare method])  and
     * IS_TOTAL_PREORDER([relation computed by order.compare method])
     * </pre>
     * @ensures <pre>
     * SUBTREE_IS_HEAP(array, top, last,
     *     [relation computed by order.compare method])  and
     * perms(array, #array)  and
     * SUBTREE_ARRAY_ENTRIES(array, top, last) =
     *  SUBTREE_ARRAY_ENTRIES(#array, top, last)  and
     * [the other entries in array are the same as in #array]
     * </pre>
     */
    private static <T> void siftDown(T[] array, int top, int last,
            Comparator<T> order) {
        assert array != null : "Violation of: array is not null";
        assert order != null : "Violation of: order is not null";
        assert 0 <= top : "Violation of: 0 <= top";
        assert last < array.length : "Violation of: last < |array|";
        for (int i = 0; i < array.length; i++) {
            assert array[i] != null : ""
                    + "Violation of: all entries in array are not null";
        }
        assert isHeap(array, 2 * top + 1, last, order) : ""
                + "Violation of: SUBTREE_IS_HEAP(array, 2 * top + 1, last,"
                + " [relation computed by order.compare method])";
        assert isHeap(array, 2 * top + 2, last, order) : ""
```

```
                + "Violation of: SUBTREE_IS_HEAP(array, 2 * top + 2, last,"
                + " [relation computed by order.compare method])";
        /*
         * Impractical to check last requires clause; no need to check the other
         * requires clause, because it must be true when using the array
         * representation for a complete binary tree.
         */

        // TODO - fill in body
        // *** you must use the recursive algorithm discussed in class ***
        /*
         * Declaring left and right subtree indices
         */
        int lLeft = 2 * top + 1;
        int rRight = lLeft + 1;

        if (array.length > 1) {
            if (rRight <= last) {
                /*
                 * If right is less than left, right is swapped in
                 */
                if (order.compare(array[lLeft], array[rRight]) > 0) {
                    /*
                     * Right being swapped if top is larger than right
                     */
                    if (order.compare(array[top], array[rRight]) > 0) {
                        exchangeEntries(array, top, rRight);
                        siftDown(array, rRight, last, order);
                    }
                    /*
                     * If there is a right subtree but the left is less than the
                     * right, then make left index the top index
                     */
                } else if (lLeft <= last) {
                    if (order.compare(array[top], array[lLeft]) > 0) {
                        exchangeEntries(array, top, lLeft);
                        siftDown(array, lLeft, last, order);
                    }
                }
            } else if (lLeft <= last) {
                /*
                 * If left is smaller, then left is swapped in, and then
                 * siftDown
                 */
                if (order.compare(array[top], array[lLeft]) > 0) {
                    exchangeEntries(array, top, lLeft);
                    siftDown(array, lLeft, last, order);
                }
            }
        }
    }

    /**
     * Heapifies the subtree of the given array rooted at the given {@code top}.
     *
     * @param <T>
     *            type of array entries
     * @param array
     *            the complete binary tree
     * @param top
     *            the index of the root of the "subtree" to heapify
     * @param order
     *            the total preorder for sorting
     * @updates array
     * @requires <pre>
     * 0 <= top  and
     * for all i: integer
     *     where (0 <= i  and  i < |array|)
     *   ([entry at position i in array is not null])  and
     * [subtree rooted at {@code top} is a complete binary tree]  and
     * IS_TOTAL_PREORDER([relation computed by order.compare method])
     * </pre>
     * @ensures <pre>
     * SUBTREE_IS_HEAP(array, top, |array| - 1,
     *     [relation computed by order.compare method])  and
     * perms(array, #array)
     * </pre>
     */
    private static <T> void heapify(T[] array, int top, Comparator<T> order) {
        assert array != null : "Violation of: array is not null";
        assert order != null : "Violation of: order is not null";
        assert 0 <= top : "Violation of: 0 <= top";
        for (int i = 0; i < array.length; i++) {
            assert array[i] != null : ""
                    + "Violation of: all entries in array are not null";
        }
        /*
         * Impractical to check last requires clause; no need to check the other
         * requires clause, because it must be true when using the array
         * representation for a complete binary tree.
         */

        // TODO - fill in body
        // *** you must use the recursive algorithm discussed in class ***
        int left = 2 * top + 1;
        int right = 2 * top + 2;

        /*
         * Run the left and right parts separately
         */
        if (right < array.length) {
            heapify(array, left, order);
            heapify(array, right, order);
        } else if (left < array.length) {
            heapify(array, left, order);
        }

        /*
         * Then use siftDown to order the tree
         */
        siftDown(array, top, array.length - 1, order);

    }

```

```java
    /**
     * Constructs and returns an array representing a heap with the entries from
     * the given {@code Queue}.
     *
     * @param <T>
     *            type of {@code Queue} and array entries
     * @param q
     *            the {@code Queue} with the entries for the heap
     * @param order
     *            the total preorder for sorting
     * @return the array representation of a heap
     * @clears q
     * @requires IS_TOTAL_PREORDER([relation computed by order.compare method])
     * @ensures <pre>
     * SUBTREE_IS_HEAP(buildHeap, 0, |buildHeap| - 1)  and
     * perms(buildHeap, #q)  and
     * for all i: integer
     *     where (0 <= i  and  i < |buildHeap|)
     *   ([entry at position i in buildHeap is not null])  and
     * </pre>
     */
    @SuppressWarnings("unchecked")
    private static <T> T[] buildHeap(Queue<T> q, Comparator<T> order) {
        assert q != null : "Violation of: q is not null";
        assert order != null : "Violation of: order is not null";
        /*
         * Impractical to check the requires clause.
         */
        /*
         * With "new T[...]" in place of "new Object[...]" it does not compile;
         * as shown, it results in a warning about an unchecked cast, though it
         * cannot fail.
         */
        T[] heap = (T[]) (new Object[q.length()]);

        // TODO - fill in rest of body
        int counter = 0;
        while (q.length() > 0) {
            heap[counter] = q.dequeue();
            counter++;
        }

        heapify(heap, 0, order);

        return heap;
    }

    /**
     * Checks if the subtree of the given {@code array} rooted at the given
     * {@code top} is a heap.
     *
     * @param <T>
     *            type of array entries
     * @param array
     *            the complete binary tree
     * @param top
     *            the index of the root of the "subtree"
     * @param last
     *            the index of the last entry in the heap
     * @param order
     *            total preorder for sorting
     * @return true if the subtree of the given {@code array} rooted at the
     *         given {@code top} is a heap; false otherwise
     * @requires <pre>
     * 0 <= top  and  last < |array|  and
     * for all i: integer
     *     where (0 <= i  and  i < |array|)
     *   ([entry at position i in array is not null])  and
     * [subtree rooted at {@code top} is a complete binary tree]
     * </pre>
     * @ensures <pre>
     * isHeap = SUBTREE_IS_HEAP(array, top, last,
     *     [relation computed by order.compare method])
     * </pre>
     */
    private static <T> boolean isHeap(T[] array, int top, int last,
            Comparator<T> order) {
        assert array != null : "Violation of: array is not null";
        assert 0 <= top : "Violation of: 0 <= top";
        assert last < array.length : "Violation of: last < |array|";
        for (int i = 0; i < array.length; i++) {
            assert array[i] != null : ""
                    + "Violation of: all entries in array are not null";
        }
        /*
         * No need to check the other requires clause, because it must be true
         * when using the Array representation for a complete binary tree.
         */
        int left = 2 * top + 1;
        boolean isHeap = true;
        if (left <= last) {
            isHeap = (order.compare(array[top], array[left]) <= 0)
                    && isHeap(array, left, last, order);
            int right = left + 1;
            if (isHeap && (right <= last)) {
                isHeap = (order.compare(array[top], array[right]) <= 0)
                        && isHeap(array, right, last, order);
            }
        }
        return isHeap;
    }

    /**
     * Checks that the part of the convention repeated below holds for the
     * current representation.
     *
     * @return true if the convention holds (or if assertion checking is off);
     *         otherwise reports a violated assertion
     * @convention <pre>
     * if $this.insertionMode then
     *   $this.heapSize = 0
     * else
     *   $this.entries = <>  and
     *   for all i: integer
     *       where (0 <= i  and  i < |$this.heap|)
     *     ([entry at position i in $this.heap is not null])  and
     *   SUBTREE_IS_HEAP($this.heap, 0, $this.heapSize - 1,
     *     [relation computed by $this.machineOrder.compare method])  and
     *   0 <= $this.heapSize <= |$this.heap|
     * </pre>
     */
    private boolean conventionHolds() {
        if (this.insertionMode) {
            assert this.heapSize == 0 : ""
                    + "Violation of: if $this.insertionMode then $this.heapSize = 0";
        } else {
            assert this.entries.length() == 0 : ""
                    + "Violation of: if not $this.insertionMode then $this.entries = <>";
            assert 0 <= this.heapSize : ""
                    + "Violation of: if not $this.insertionMode then 0 <= $this.heapSize";
            assert this.heapSize <= this.heap.length : ""
                    + "Violation of: if not $this.insertionMode then"
                    + " $this.heapSize <= |$this.heap|";
            for (int i = 0; i < this.heap.length; i++) {
                assert this.heap[i] != null : ""
                        + "Violation of: if not $this.insertionMode then"
                        + " all entries in $this.heap are not null";
            }
            assert isHeap(this.heap, 0, this.heapSize - 1,
                    this.machineOrder) : ""
                            + "Violation of: if not $this.insertionMode then"
                            + " SUBTREE_IS_HEAP($this.heap, 0, $this.heapSize - 1,"
                            + " [relation computed by $this.machineOrder.compare"
                            + " method])";
        }
        return true;
    }

    /**
     * Creator of initial representation.
     *
     * @param order
     *            total preorder for sorting
     * @requires IS_TOTAL_PREORDER([relation computed by order.compare method]
     * @ensures <pre>
     * $this.insertionMode = true  and
     * $this.machineOrder = order  and
     * $this.entries = <>  and
     * $this.heapSize = 0
     * </pre>
     */
    private void createNewRep(Comparator<T> order) {

        // TODO - fill in body
        this.machineOrder = order;
        this.insertionMode = true;
        this.heapSize = 0;
        this.entries = new Queue2<>();

    }

    /*
     * Constructors ---------------------------------------------------------
     */

    /**
     * Constructor from order.
     *
     * @param order
     *            total preorder for sorting
     */
    public SortingMachine5a(Comparator<T> order) {
        this.createNewRep(order);
        assert this.conventionHolds();
    }

    /*
     * Standard methods -----------------------------------------------------
     */

    @SuppressWarnings("unchecked")
    @Override
    public final SortingMachine<T> newInstance() {
        try {
            Constructor<?> c = this.getClass().getConstructor(Comparator.class);
            return (SortingMachine<T>) c.newInstance(this.machineOrder);
        } catch (ReflectiveOperationException e) {
            throw new AssertionError(
                    "Cannot construct object of type " + this.getClass());
        }
    }

    @Override
    public final void clear() {
        this.createNewRep(this.machineOrder);
        assert this.conventionHolds();
    }

    @Override
    public final void transferFrom(SortingMachine<T> source) {
        assert source != null : "Violation of: source is not null";
        assert source != this : "Violation of: source is not this";
        assert source instanceof SortingMachine5a<?> : ""
                + "Violation of: source is of dynamic type SortingMachine5a<?>";
        /*
         * This cast cannot fail since the assert above would have stopped
         * execution in that case: source must be of dynamic type
         * SortingMachine5a<?>, and the ? must be T or the call would not have
         * compiled.
         */
        SortingMachine5a<T> localSource = (SortingMachine5a<T>) source;
        this.insertionMode = localSource.insertionMode;
        this.machineOrder = localSource.machineOrder;
        this.entries = localSource.entries;
        this.heap = localSource.heap;
        this.heapSize = localSource.heapSize;
        localSource.createNewRep(localSource.machineOrder);
        assert this.conventionHolds();
        assert localSource.conventionHolds();
    }

    /*
     * Kernel methods --------------------------------------------------------
     */

    @Override
    public final void add(T x) {
        assert x != null : "Violation of: x is not null";
        assert this.isInInsertionMode() : "Violation of: this.insertion_mode";

        // TODO - fill in body
        this.entries.enqueue(x);

        assert this.conventionHolds();
    }

    @Override
    public final void changeToExtractionMode() {
        assert this.isInInsertionMode() : "Violation of: this.insertion_mode";

        // TODO - fill in body
        this.insertionMode = false;
        this.heap = buildHeap(this.entries, this.machineOrder);
        this.heapSize = this.heap.length;

        assert this.conventionHolds();
    }

    @Override
    public final T removeFirst() {
        assert !this
                .isInInsertionMode() : "Violation of: not this.insertion_mode";
        assert this.size() > 0 : "Violation of: this.contents /= {}";

        // TODO - fill in body
        T removeF = this.heap[0];
        exchangeEntries(this.heap, 0, this.heapSize - 1);
        this.heapSize--;
        siftDown(this.heap, 0, this.heapSize - 1, this.machineOrder);

        assert this.conventionHolds();

        return removeF;
    }

    @Override
    public final boolean isInInsertionMode() {
        assert this.conventionHolds();
        return this.insertionMode;
    }

    @Override
    public final Comparator<T> order() {
        assert this.conventionHolds();
        return this.machineOrder;
    }

    @Override
    public final int size() {

        // TODO - fill in body
        int size = 0;
        if (this.insertionMode) {
            size = this.entries.length();
        } else {
            size = this.heapSize;
        }

        assert this.conventionHolds();

        return size;
    }

    @Override
    public final Iterator<T> iterator() {
        return new SortingMachine5aIterator();
    }

    /**
     * Implementation of {@code Iterator} interface for
     * {@code SortingMachine5a}.
     */
    private final class SortingMachine5aIterator implements Iterator<T> {

        /**
         * Representation iterator when in insertion mode.
         */
        private Iterator<T> queueIterator;

        /**
         * Representation iterator count when in extraction mode.
         */
        private int arrayCurrentIndex;

        /**
         * No-argument constructor.
         */
        private SortingMachine5aIterator() {
            if (SortingMachine5a.this.insertionMode) {
                this.queueIterator = SortingMachine5a.this.entries.iterator();
            } else {
                this.arrayCurrentIndex = 0;
            }
            assert SortingMachine5a.this.conventionHolds();
        }

        @Override
        public boolean hasNext() {
            boolean hasNext;
            if (SortingMachine5a.this.insertionMode) {
                hasNext = this.queueIterator.hasNext();
            } else {
```

```java
                hasNext = this.arrayCurrentIndex < SortingMachine5a.this.heapSize;
            }
            assert SortingMachine5a.this.conventionHolds();
            return hasNext;
        }

        @Override
        public T next() {
            assert this.hasNext() : "Violation of: ~this.unseen /= <>";
            if (!this.hasNext()) {
                /*
                 * Exception is supposed to be thrown in this case, but with
                 * assertion-checking enabled it cannot happen because of assert
                 * above.
                 */
                throw new NoSuchElementException();
            }
            T next;
            if (SortingMachine5a.this.insertionMode) {
                next = this.queueIterator.next();
            } else {
                next = SortingMachine5a.this.heap[this.arrayCurrentIndex];
                this.arrayCurrentIndex++;
            }
            assert SortingMachine5a.this.conventionHolds();
            return next;
        }

        @Override
        public void remove() {
            throw new UnsupportedOperationException(
                    "remove operation not supported");
        }

    }

}

```