PROGRAMMING II – ABSTRACT DATA TYPES

Unassessed Coursework 4: Heaps and AVL trees

The aims of this coursework is to practice:

- the implementation of Heaps and AVL trees.
- using heaps and hash tables, by writing examples of access procedures, high-level procedures and small problem applications.
- 1. Consider the static implementation of a (generic) ADT MaxHeap illustrated diagrammatically in slide 6 of Unit 8. Implement the following access procedure:

```
public void add(T newItem) throws HeapException
//post: adds the newItem in the heap, preserving the ordering of the heap.
//post: throws exception if the addition is violated.
```

2. Consider a class MaxHeap<T> that provides a static implementation of a MaxHeap. Implement the following auxiliary procedure heapRebuild of the class MaxHeap<T>.

```
private void heapRebuild(T[] heap, int root, size) //pre "root" is the index of the semi-heap's root that has to be placed at //pre: the proper position. Size is the index of the next available space in heap.
```

3. Assume the existence of a class MaxHeap<T> that implements an ADT Heap of elements of type T. Implement an ADT Priority queue defined by the interface PQInterface<T> given below. For simplicity, ignore the cases of exception.

```
public interface PQInterface<T>{
    public boolean pqIsEmpty();

    public void pqInsert(T newElem)
    //pre: none
    //post: Inserts newElem in the priority queue at its proper position.
    public T pqDelete()
    //pre: none
    //post: Retrieves and deletes the element with highest priority.
}
```

- 4. Consider the class diagram for an AVL tree given in Slides 14 and 15 of Unit 6 (on AVL trees). Assume getHeightDifference() to be an access procedure of the class TreeNode<K>.
 - (a) Give the implementation of the class TreeNode<K>
 - (b) Give the implementation of the access procedure insert (V value) of the class AVLTree<K>. Assume only one generic type and that the elements are order according to their value. Give also the implementation of all supporting auxiliary methods.