lab 20 Priority Queues

Instructions: In this lab implement a priority queue using something better than O(n) for add and remove.

Implement the following interface:

```
| #ifndef PRIORITY_QUEUE_H
 #define PRIORITY_QUEUE_H
 template<class T>
  class PriorityQueue {
     private:
         /* Class to implement.*/
     public:
8
         /* Empty constructor shall create an empty PriorityQueue! */
         PriorityQueue();
10
         /* Do a deep copy of queue into the this.
12
          * Note: This one uses a reference to a PriorityQueue!
          */
14
         PriorityQueue(const PriorityQueue<T> &pq);
16
         /* Deconstructor shall free up memory */
         ~PriorityQueue();
18
19
         /* Return the current length (number of items) in the queue */
         int getLength() const;
21
         /* Returns true if the queue is empty. */
23
         bool isEmpty() const;
25
         /* Print out the PriorityQueue */
26
         void print() const;
         /* Pushes the val to the top of the queue. */
29
         bool push(const T &val);
30
31
         /* Removes and returns the top element from the queue. */
32
         T pop();
33
34
         /* Returns if the two lists contain the same elements in the
35
          * same order.
36
          */
37
         bool operator==(const PriorityQueue<T> &pq) const;
38
39 } ;
40
```

```
#include "priorityqueue.cpp"

42
43 #endif
```

Write some test cases:

Create some test cases, using exxtestgen, that you believe would cover all aspects of your code.

STL:

You may use the STL, but not queue or priority_queue.

Memory Management:

Now that are using new, we must ensure that there is a corresponding delete to free the memory. Ensure there are no memory leaks in your code! Please run Valgrind on your tests to ensure no memory leaks!

How to turn in:

Turn in via GitHub. Ensure the file(s) are in your directory and then:

- \$ git add <files>
- \$ git commit
- \$ git push

Due Date: April 03, 2019 2359

Teamwork: No teamwork, your work must be your own.