lab 16 Binary Heap and Heapsort

Instructions: This lab is a practice in constructing a basic binary heap and performing heap sort. Implement insert, copy constructor, getHeight, getSize, contains, removeFirst, operator[], and sort. Note: please follow the lecture as some of this will be done in class.

```
1 #ifndef HEAP_H
 #define HEAP_H
  #include <string>
 template<class T>
6
  class Heap {
     private:
         /* Lets fill out in class. */
     public:
10
          /* Creates an empty heap. */
12
         Heap();
14
          /* Does a deep copy of the array into the heap. */
         Heap(const T *array, const int size);
16
         /* Add a given value to the heap.
18
          * Must maintain ordering!
19
         void insert(const T &val);
21
          /* Returns the height of the heap. */
23
         int getHeight();
25
         /* Returns the size of the heap. */
          int getSize();
27
          /* Returns the index if an item if exists in the heap.
29
          * Otherwise return -1.
30
          */
31
         int contains(const T &val) const;
32
33
          /* Retrieves the element at position pos */
34
         T& operator[](const int pos);
35
36
          /* Removes and returns the first element */
37
         T& removeFirst();
38
39
         /* Performs a Heap Sort and returns an array of the sorted
40
```

```
* elements.
41
           * Note: the heap is empy after the sort!
42
           */
43
          T* heapSort();
45
          ~Heap();
46
  };
47
48
  /* Since heap templated, we include the .cpp.
49
   * Templated classes are not implemented until utilized (or explicitly
   * declared.)
52
  #include "heap.cpp"
  #endif
```

Write some test cases:

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

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: March 20, 2019 2359

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