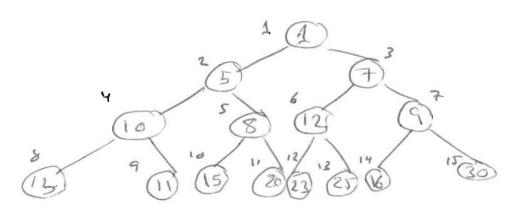
Heap

- Heap is an array represented by binary tree. - The bonary true should be completed true. - Wihen you till my a tree as complete tree you hill it level by level from 4At to night.
Examples of complete thee; following not complete thee? If you want to have minimum heap, you should chane every node less than it's child(em). if you want to have morimum cheap you should how every node mon than it's child (ern). Example of minimum hear: -12 (5) (4) (8)

-

in minimum hear always The smallest key is The root, in maximum hear the largest value always in rout.

how to put the values of complete binking tree in an array as heap.



0 1 2 3 4 5 6 7 8 9 10 11 15 20 23 25 16 30

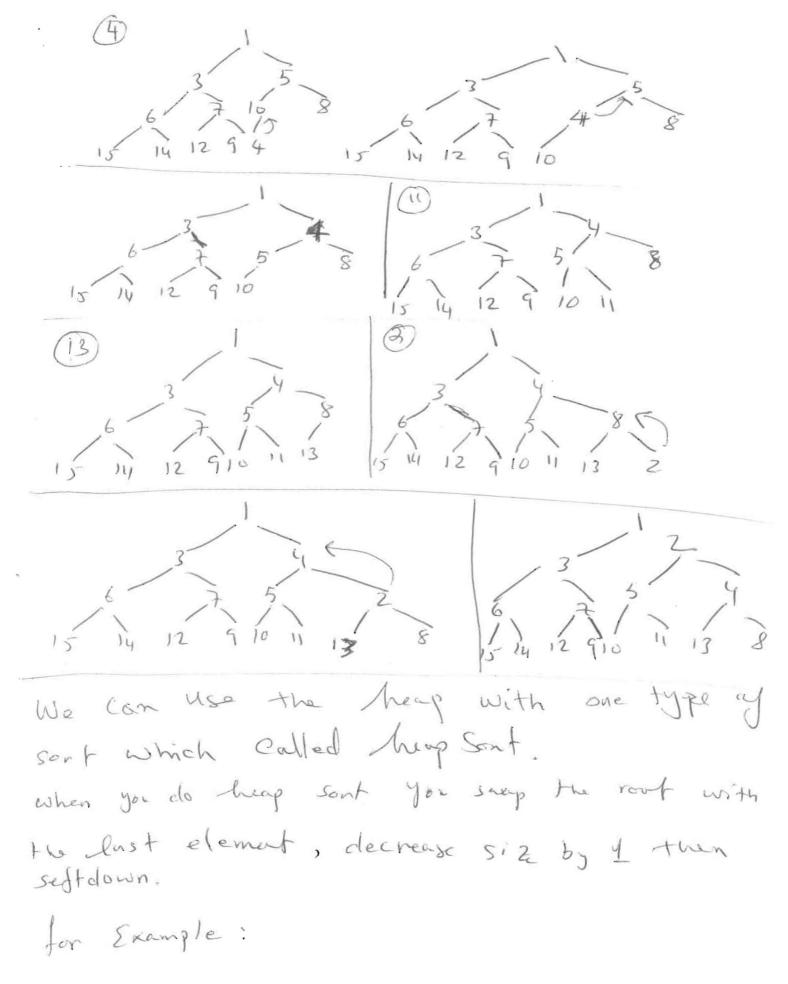
every note has locution 2 and its test exilt in (2+i)

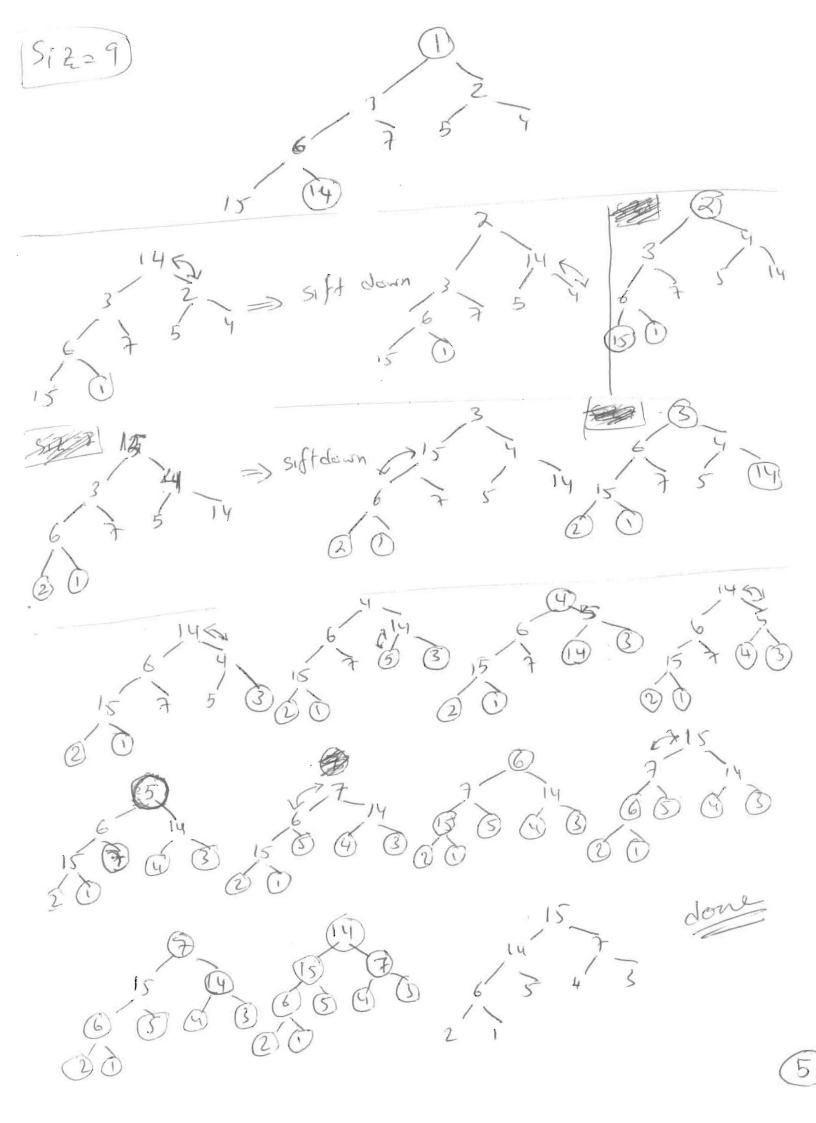
for Example node i=4 left child 2xi=8

NSH child=(2xi)+1=9 as you see in the above Brown free.

if you know the mode number and you wint to know it's parent location in the Array. the roll rule is 2/2 (as int). for Example i= 11 it's parent = 11/2 = 5.

-always The last prent index in the herp. Siz of herp 12. Like in the above the Siz = 15 so last parent 13 15/2 = 7. To insent in a heap using binary trace always add at the end as complete the for Example insent the following elements in a heap: (8) (3) (3) (5) (5) (4) (2) (6) (5) (8) (12) (6) (8) (12) (6) (8) (12) (6) (8) (12) (6) (8) (12) (6) (8) (12) (6) (8) (12) (6) (8) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) (12) (6) 36 12 16 5 8 15 Ny 9 16 5 8 15 Ny 9 16 5 8





gon most have maximum breag.
in decreasing order you much have
minimum treag.

you can use priority aware with hoap implementation.

enqueue: 1 insent.

2 sift -7.

dequene (sexue): 1 delet voot.

2 soft down.