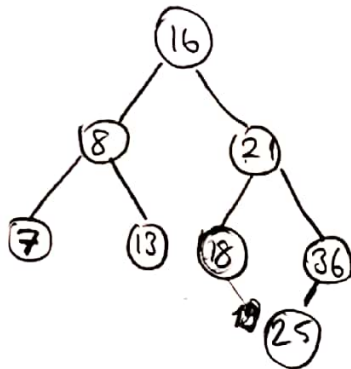


Milica

(1-) predecessor \Rightarrow largest element
which is smaller than
given value



16 21 ~~8~~
 8 13 36
~~18~~ 7

we need to return
 root.left \rightarrow most right

```

public Node<E> findPred(E item) { // Wrapper
    return findPred(root, item);
  }

```

Best	Avg	Worst
$\Theta(1)$	$\Theta(\log n)$	$\Theta(n)$

- Best and Worst
 are very rarely

```

private Node<E> findPred(Node local, E item) {
    if (local == null)
        return null;

```

```

    if (local.data.compareTo(item) == 0) {
        return predecessor(root.left); // Sending left
    }

```

```

    else if (local.data.compareTo(item) > 0) {
        return findPred(local.right, item);
    }

```

```

    else {
        return findPred(local.left, item);
    }
}

```

```

private Node<E> predecessor(Node local) { // We are return the
    if (local.right != null)
        return predecessor(local.right);
    return local;
}

```

return local;

item

5-) public void update(int index, E[] newArr) {

for (E e : newArr) {

put(index, e);

index++;

}

}

public boolean put(int index, E data) {

if (index > table.length)

return false;

table[index] = data;

moveUpward(index);

moveDownward(index);

}

private void moveUpward(int index) {

int child = index;

int parent = (child - 1) / 2;

while (parent >= 0 && table[child].compareTo(table[parent]) > 0) {

swap(parent, child);

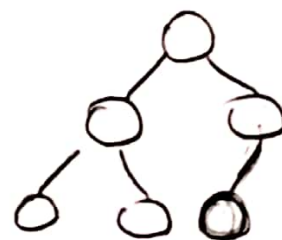
child = parent;

parent = (child - 1) / 2;

}

}

Max Heap



```
private void moveDownWard (int index) {
```

```
    int parent = index;
```

```
    while (true) {
```

```
        int leftChild = 2 * parent + 1;
```

```
        int rightChild = leftChild + 1;
```

```
        if (leftChild > table.length)
```

```
            break;
```

```
        int maxChild = leftChild;
```

```
        if (rightChild < table.length
```

```
            && table[rightChild].compareTo(table[leftChild]) > 0) {
```

```
            maxChild = rightChild;
```

```
        if (table[parent].compareTo(table[maxChild]) < 0) {
```

```
            swap (parent, maxChild);
```

```
        }
```

```
        else {
```

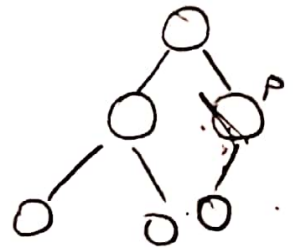
```
            break;
```

```
        }
```

```
    }
```

```
}
```

max heap



```
private void swap (int index1, int index2) {
```

```
    E tmp = table[index1];
```

```
    table[index1] = table[index2]
```

```
    table[index2] = tmp
```

```
}
```

4-) Time Complexity

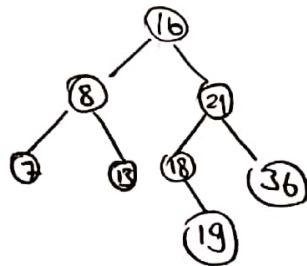
Best

$$\Theta(1)$$

null

Avg

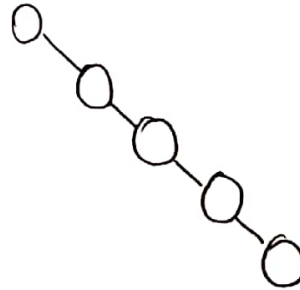
$$\Theta(\log n)$$



$$19 = (21)$$

Worst

$$\Theta(n)$$



5-) Time Complexity

- We are using a lot of method in the update function but all insertion operation is happening in logarithmic time.

n = length of table

m = length of getting array as parameter

Best

$$\Theta(1)$$

$m=0$

Avg

$$\Theta(m * \log n)$$

Worst

$$\Theta(m * \log n)$$

- Because we consider some rules to be complete binary tree so that this cannot be happening in linear time

(1, [13])

