Week-8 UE20CS207 DSLAB

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Assginment problem 1 : Max heapy , heapify using bottom up approach

Code:

main.c

```
#include "1_1.h"
#include <stdio.h>
// n/2 will be the posistion for the node for the last child!!!!!
// log : n is the last child , n/2 is ofc its nide
int main(){
   int tree[100]={0};
   while(true){
        printf("1.Insert \n");
       int choice;
        printf("Enter choice :");
        scanf("%d" , &choice);
        if(choice == 1){
            int d;
            printf("Enter element to insert : ");
            scanf("%d",&d);
            HeapInsert(tree , d);
        }
   }
}
```

1_1.h

```
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
#define ARRSIZE 1000

void HeapInsert(int* tree , int d);
```

```
#include "1_1.h"
#include <stdio.h>
void HeapifyMax(int* tree ,int i, int n){
   int left = 2*i;
   int right = (i*2)+1;
   int largest = i;
   if(left<=n && tree[left]>tree[largest])
        largest = left;
   if(right<=n && tree[right]>tree[largest])
       largest = right;
   if(largest != i)
        int temp = tree[largest];
       tree[largest]=tree[i];
       tree[i] = temp;
        HeapifyMax(tree , largest , n);
   }
}
void HeapInsert(int* tree , int d){
   int n=0;
   for(int i=1;i<ARRSIZE ; i++){</pre>
       if(tree[i] == 0){
            n=i;
            tree[n]=d;
       }
       else
            continue;
   }
   for(int i=n/2;i>=1 ;i--){
       HeapifyMax(tree, i , n);
   printf("\nInserted Element to Heap! \n");
```