

Fila de Prioridade com Heap e Array

Main.java

```
public class Main{  
    public static void main(String[] args) {  
        Array heap = new Array(99);  
  
        heap.insert(17);  
        heap.insert(18);  
        heap.insert(25);  
        heap.insert(13);  
        heap.insert(1);  
        heap.insert(5);  
  
        heap.removeMin();  
        heap.removeMin();  
        heap.removeMin();  
        heap.removeMin();  
  
        heap.print();  
    }  
}
```

FilaPrioridade.java

```
public interface FilaPrioridade{  
    public int size();  
    public int min();  
    public void insert(int o);  
    public int removeMin();  
    public boolean isEmpty();  
}
```

Array.java

```
public class Array implements FilaPrioridade{
    int heap[];
    int t = 0;

    public Array(int t){
        heap = new int[t];
    }

    public int size(){
        return t+1;
    }

    public boolean isEmpty(){
        return t == 0;
    }

    public boolean isFull(){
        return t == heap.length;
    }

    public int getParent(int i){
        return (i -1)/2;
    }

    public int getChild(int i, boolean l){
        return 2 * i + (l ? 1 : 2);
    }

    public void insert(int o){
        if(isFull()){
            throw new IndexOutOfBoundsException("Heap is full");
        }
        heap[t] = o;
        UpHeap(t);
        t++;
    }

    private void UpHeap(int i){
        int o = heap[i];
```

```

        while (i > 0 && o > heap[getParent(i)]){
            heap[i] = heap[getParent(i)];
            i = getParent(i);
        }
        heap[i] = o;
    }
}

```

```

private void DownHeap(int i, int last){
    int child; // child a trocar
    while (i <= last){
        int lChild = getChild(i, true);
        int rChild = getChild(i, false);
        if(lChild <= last){
            if(rChild > last){
                child = lChild;
            }
            else{
                child = (heap[lChild] > heap[rChild] ? lChild : rChild);
            }
            if (heap[i] < heap[child]){
                int aux = heap[i];
                heap[i] = heap[child];
                heap[child] = aux;
            }
            else{
                break;
            }
            i = child;
        }
        else{
            break;
        }
    }
}
}

```

```

public int min(){
    int o = heap[0];
    /*
    for(int i = 0; i <= t; i++){
        if(i.key < m.key){
            m = i;

```

```
        }  
    }*/  
    return o;  
}
```

```
public int removeMin(){  
    int o = heap[0];  
    heap[0] = heap[t - 1];  
    heap[t - 1] = o;  
    t--;  
    DownHeap(0, t-1);  
    return o;  
}
```

```
// print
```

```
public void print(){  
    for(int i = 0; i < t; i++){  
        System.out.print(heap[i]);  
        System.out.print(" ");  
    }  
    System.out.println();  
}
```

```
}
```