**MinHeap.cpp:**

#include<iostream>

#include<stdlib.h>

#include<conio.h>

using namespace std;

class BinaryMinHeap

{

public:

int \*data;

int heapS;

int arrS;

BinaryMinHeap(int size)

{

data=new int[size];

heapS=0;

arrS=size;

}

int getLeftChildIndex(int node);

int getRightChildIndex(int node);

int getParentChildIndex(int node);

void display();

void insert(int val);

void reheapUp(int node);

void remove();

void reheapDown(int node);

void checkSpace();

int getMin();

};

int BinaryMinHeap::getLeftChildIndex(int node)

{

return((2\*node)+1);

}

int BinaryMinHeap::getRightChildIndex(int node)

{

return((2\*node)+2);

}

int BinaryMinHeap::getParentChildIndex(int node)

{

return((node-1)/2);

}

void BinaryMinHeap::display()

{

for(int i=0;i<heapS;i++)

{

cout<<data[i]<<" ";

}

}

void BinaryMinHeap::insert(int val)

{

if(heapS==arrS)

{

cout<<"\nSorry!!! We Can't Put "<< val <<" Because Heap is Full.";

}

else

{

data[heapS]=val;

reheapUp(heapS);

heapS++;

}

}

void BinaryMinHeap::reheapUp(int node)

{

int parentIndex=getParentChildIndex(node);

if(node!=0)

{

if(data[parentIndex]>data[node])

{

int temp=data[parentIndex];

data[parentIndex]=data[node];

data[node]=temp;

reheapUp(parentIndex);

}

}

}

void BinaryMinHeap::remove()

{

if(heapS==0)

{

cout<<"\nEmpty Heap";

}

else

{

cout<<"\n"<<data[0] << " is Removed from the Min Heap.";

data[0]=data[heapS-1];

reheapDown(0);

heapS--;

}

}

void BinaryMinHeap::reheapDown(int node)

{

int tempIndex;

int Left=getLeftChildIndex(node);

int Right=getRightChildIndex(node);

if(Right>=heapS)

{

if(Left>=heapS)

return;

else tempIndex=Left;

}

else

{

if(data[Left]<data[Right])

{

tempIndex=Left;

}

else tempIndex=Right;

}

if(data[tempIndex]<data[node])

{

int temp=data[tempIndex];

data[tempIndex]=data[node];

data[node]=temp;

reheapDown(tempIndex);

}

}

int BinaryMinHeap::getMin()

{

if(heapS==0)

{

cout<<"Empty Heap!!!";

return 0;

}

else

return data[0];

}

void BinaryMinHeap::checkSpace(){

if(heapS==0){

cout << "\nHeap is Empty.";

}else if(heapS == arrS){

cout << "\nSorry to Inform you Heap is Full.";

}else{

int k = arrS - heapS;

cout << "\nYou can add " << k << " more Elements in the given heap with their size is " << arrS;

}

}

int main()

{

int size;

int k;

cout << "\nTo Create Min Heap Press 1:";

cin >> k;

if (k != 1){

return 0;

}

cout << "\nEnter size of Heap: ";

cin >> size;

BinaryMinHeap bn(size);

int ch, p;

cout << "1) Insert element to Heap: " << endl;

cout << "2) Delete element from Heap: " << endl;

cout << "3) Display all the elements of Heap:" << endl;

cout << "4) Display the Minimum element in Heap: " << endl;

cout << "5) Check Available Space in the Heap: " << endl;

cout << "6) Exit" << endl;

do {

cout << "\nEnter your choice : " << endl;

cin >> ch;

switch (ch) {

case 1:

cout << "\nEnter Element you Want insert in the Min Heap : ";

cin >> p;

bn.insert(p);

break;

case 2:

cout << "\nBefore Element removed: ";

bn.display();

bn.remove();

cout << "\nAfter Element removed: ";

bn.display();

break;

case 3:

cout << "\nDisplay Elements in the Min Heap: ";

bn.display();

break;

case 4:

cout << "\nDisplay Minimum Element in Min Heap: " << bn.getMin();

break;

case 5:

cout << "\nAvailable Space in the Heap is ";

bn.checkSpace();

break;

case 6:

exit(0);

default:

cout << "Invalid choice" << endl;

}

} while (ch != 6);

return 0;

}

**Output:**





