

Ans-4 : Default comparator uses Postpart numbers.

Par 1 Added : C<sub>9</sub>

Par 2 Added : C<sub>9</sub>

Par 3 Added B<sub>5</sub>: A<sub>5</sub> C<sub>9</sub> is smaller so it will swap with parent

```

    B5
   / \
  C5  C9

```

Par 4 Added C<sub>5</sub>: A<sub>5</sub> C<sub>5</sub> is Bigger than C<sub>9</sub> so it will swap with parent

```

    B5
   / \
  C5  C9

```

Par 5 added A<sub>1</sub>: A<sub>1</sub> has the most priority so it will swap with parents

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    A1
   / \
  B5  C5
 / \
C9

```

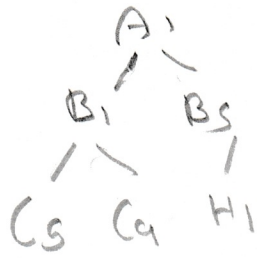
Par 6 added : B<sub>1</sub> A<sub>5</sub> B<sub>1</sub> has more priority so it will swap with parents

```

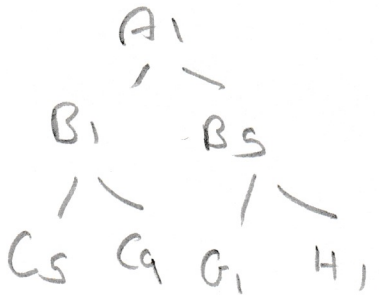
    A1
   / \
  B1  B5
 / \
C5  C9

```

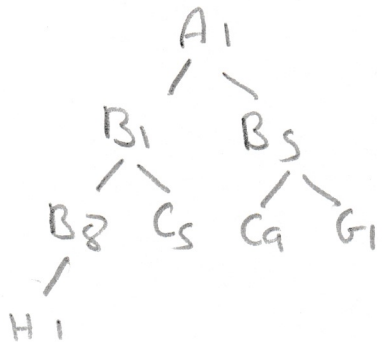
Pax 6 added: H1 A3 it has no priority. so no swaps required



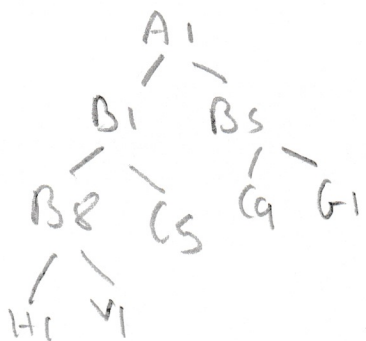
Pax 7 added G1: If G1 has priority so it will swap with parent of necessary



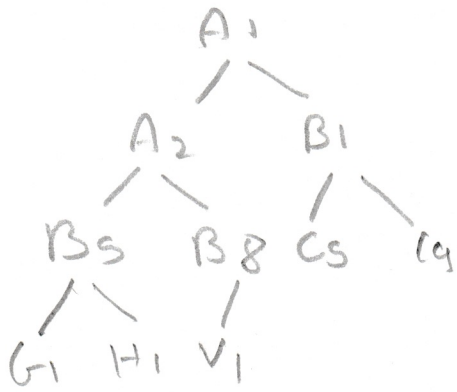
Pax 8 added B8: If B1 has priority it will swap with parent & will be added in place of C5.



Pax 9 VI: No changes required as it has no priority



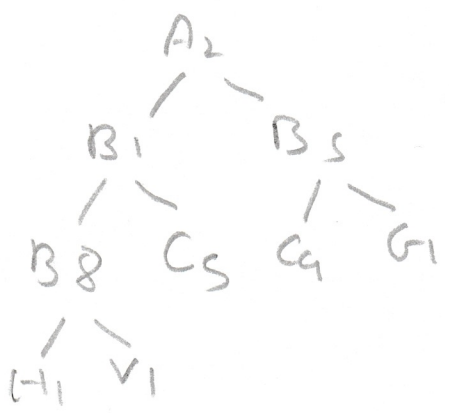
Pax 10 Added A<sub>2</sub>: As A<sub>2</sub> has priority so it will swap with parents as necessary



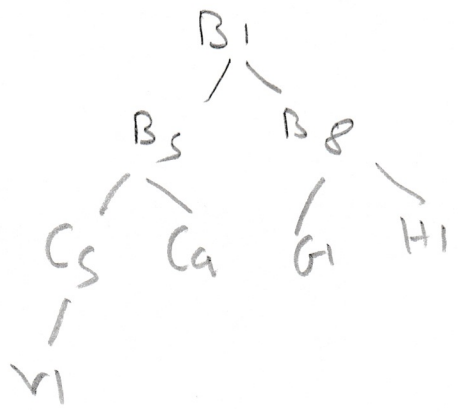
Now 5 passengers will be removed/seated as per priority so our simulation will be (It will swap the

A<sub>1</sub> seated/removed

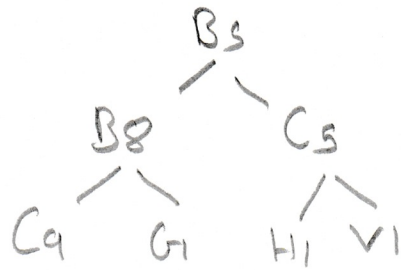
last element of the heap with the root. Then heapify down by swapping root with its smallest child until heap property is restored)



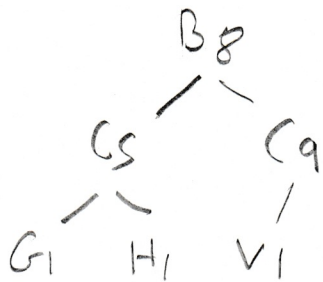
A<sub>2</sub> seated/removed



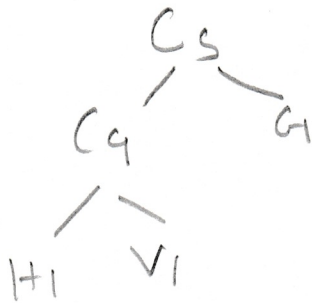
Bq removed / sectioned.



Bs removed / sectioned.



B8 removed / sectioned



and the simulation will go on.