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BSIS-2A

Data Structures and algorithm

INSTRUCTIONS

1. Start the Program:

When you run the program, you’ll be presented with a menu of options.

1. Add Magical Creatures:

Choose Option 1 to add creatures.

Enter the number of creatures and their power levels (numeric values).

After each addition, the heap will automatically maintain its Max-Heap property.

1. Display the Current Heap:

Choose Option 2 to view the current state of the heap. The program will show all the creatures’ power levels in the heap.

1. Convert to Min-Heap:

Choose Option 3 to sort the creatures into a Min-Heap, where the smallest power level is at the root.

1. Convert to Max-Heap:

Choose Option 4 to arrange the heap back into a Max-Heap, where the largest power level is at the root.

1. Exit the Program:

Choose Option 5 to exit the program.