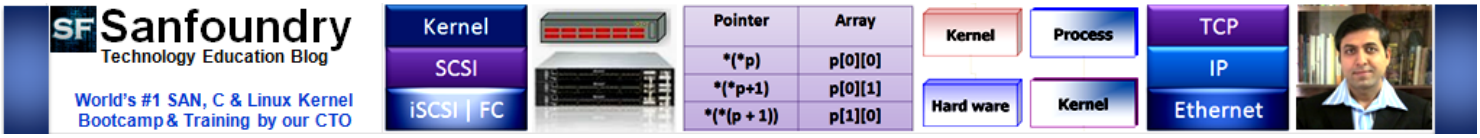

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C++ Program to Implement Binary Heap

This C++ Program demonstrates the implementation of Binary Heap.

Here is source code of the C++ Program to demonstrate Binary Heap. The C++ program is successfully compiled and run on a Linux system. The program output is also shown below.

```
1. /*
2.  * C++ Program to Implement Binary Heap
3.  */
4. #include <iostream>
5. #include <cstdlib>
6. #include <vector>
7. #include <iterator>
8. using namespace std;
9. /*
10.  * Class Declaration
11.  */
12. class BinaryHeap
13. {
14.     private:
15.         vector <int> heap;
16.         int left(int parent);
17.         int right(int parent);
18.         int parent(int child);
19.         void heapifyup(int index);
20.         void heapifydown(int index);
21.     public:
22.         BinaryHeap()
23.         {}
24.         void Insert(int element);
25.         void DeleteMin();
26.         int ExtractMin();
27.         void DisplayHeap();
```

```
28.         int Size();
29. };
30. /*
31.  * Return Heap Size
32.  */
33. int BinaryHeap::Size()
34. {
35.     return heap.size();
36. }
37. 
38. /*
39.  * Insert Element into a Heap
40.  */
41. void BinaryHeap::Insert(int element)
42. {
43.     heap.push_back(element);
44.     heapifyup(heap.size() -1);
45. }
46. /*
47.  * Delete Minimum Element
48.  */
49. void BinaryHeap::DeleteMin()
50. {
51.     if (heap.size() == 0)
52.     {
53.         cout<<"Heap is Empty"<<endl;
54.         return;
55.     }
56.     heap[0] = heap.at(heap.size() - 1);
57.     heap.pop_back();
58.     heapifydown(0);
59.     cout<<"Element Deleted"<<endl;
60. }
61. 
62. /*
63.  * Extract Minimum Element
64.  */
65. int BinaryHeap::ExtractMin()
66. {
67.     if (heap.size() == 0)
68.     {
69.         return -1;
70.     }
71.     else
72.         return heap.front();
73. }
74. 
```

```
/*
 * Display Heap
 */
void BinaryHeap::DisplayHeap()
{
    vector <int>::iterator pos = heap.begin();
    cout<<"Heap -->  ";
    while (pos != heap.end())
    {
        cout<<*pos<<" ";
        pos++;
    }
    cout<<endl;
}

/*
 * Return Left Child
 */
int BinaryHeap::left(int parent)
{
    int l = 2 * parent + 1;
    if (l < heap.size())
        return l;
    else
        return -1;
}

/*
 * Return Right Child
 */
int BinaryHeap::right(int parent)
{
    int r = 2 * parent + 2;
    if (r < heap.size())
        return r;
    else
        return -1;
}

/*
 * Return Parent
 */
int BinaryHeap::parent(int child)
{
    int p = (child - 1)/2;
    if (child == 0)
        return -1;
```

```
122.     else
123.         return p;
124. }
125. 
126. /*
127.  * Heapify- Maintain Heap Structure bottom up
128.  */
129. void BinaryHeap::heapifyup(int in)
130. {
131.     if (in >= 0 && parent(in) >= 0 && heap[parent(in)] > heap[in])
132.     {
133.         int temp = heap[in];
134.         heap[in] = heap[parent(in)];
135.         heap[parent(in)] = temp;
136.         heapifyup(parent(in));
137.     }
138. }
139. 
140. /*
141.  * Heapify- Maintain Heap Structure top down
142.  */
143. void BinaryHeap::heapifydown(int in)
144. {
145. 
146.     int child = left(in);
147.     int child1 = right(in);
148.     if (child >= 0 && child1 >= 0 && heap[child] > heap[child1])
149.     {
150.        child = child1;
151.     }
152.     if (child > 0)
153.     {
154.         int temp = heap[in];
155.         heap[in] = heap[child];
156.         heap[child] = temp;
157.         heapifydown(child);
158.     }
159. }
160. 
161. /*
162.  * Main Contains Menu
163.  */
164. int main()
165. {
166.     BinaryHeap h;
167.     while (1)
168.     {
```

```
        cout<<"------------------"<<endl;
        cout<<"Operations on Heap"<<endl;
        cout<<"------------------"<<endl;
        cout<<"1.Insert Element"<<endl;
        cout<<"2.Delete Minimum Element"<<endl;
        cout<<"3.Extract Minimum Element"<<endl;
        cout<<"4.Print Heap"<<endl;
        cout<<"5.Exit"<<endl;
        int choice, element;
        cout<<"Enter your choice: ";
        cin>>choice;
        switch(choice)
        {
        case 1:
            cout<<"Enter the element to be inserted: ";
            cin>>element;
            h.Insert(element);
            break;
        case 2:
            h.DeleteMin();
            break;
        case 3:
            cout<<"Minimum Element: ";
            if (h.ExtractMin() == -1)
            {
                cout<<"Heap is Empty"<<endl;
            }
            else
                cout<<"Minimum Element:  "<<h.ExtractMin()<<endl;
            break;
        case 4:
            cout<<"Displaying elements of Hwap:  ";
            h.DisplayHeap();
            break;
        case 5:
            exit(1);
        default:
            cout<<"Enter Correct Choice"<<endl;
        }
    }
    return 0;
}
```

```
$ g++ heap.cpp
$ a.out
```

```
/*
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 1
Enter the element to be inserted: 7
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 4
Displaying elements of Hwap:  Heap -->  7
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 1
Enter the element to be inserted: 4
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 4
Displaying elements of Hwap:  Heap -->  4 7
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
```

```
4.Print Heap
5.Exit
Enter your choice: 1
Enter the element to be inserted: 9
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 4
Displaying elements of Hwap:  Heap -->  4 7 9
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 1
Enter the element to be inserted: 3
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 4
Displaying elements of Hwap:  Heap -->  3 4 9 7
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 3
Minimum Element: Minimum Element:  3
------------------
Operations on Heap
------------------
```

```
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 1
Enter the element to be inserted: 5
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 4
Displaying elements of Hwap:  Heap -->  3 4 9 7 5
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 1
Enter the element to be inserted: 11
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 4
Displaying elements of Hwap:  Heap -->  3 4 9 7 5 11
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 1
Enter the element to be inserted: 2
```

```
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 4
Displaying elements of Hwap:  Heap -->  2 4 3 7 5 11 9
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 2
Element Deleted
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 4
Displaying elements of Hwap:  Heap -->  3 4 11 7 5 9
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 3
Minimum Element: Minimum Element:  3
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
```

```
5.Exit
Enter your choice: 2
Element Deleted
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 4
Displaying elements of Hwap:  Heap -->  4 5 11 7 9
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 3
Minimum Element: Minimum Element:  4
------------------
Operations on Heap
------------------
1.Insert Element
2.Delete Minimum Element
3.Extract Minimum Element
4.Print Heap
5.Exit
Enter your choice: 5

------------------
(program exited with code: 0)
Press return to continue
```

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Manish Bhojasia (http://www.sanfoundry.com/about/), a technology veteran with 18+ years @ Cisco & Wipro, is Founder and CTO at Sanfoundry. He is Linux Kernel Developer and SAN Architect and is passionate about competency developments in these areas. He lives in Bangalore and delivers focused training sessions to IT professionals in Linux Kernel, Linux Debugging, Linux Device Drivers, Linux Networking, Linux Storage & Cluster Administration, Advanced C Programming, SAN Storage Technologies, SCSI Internals and Storage Protocols such as iSCSI & Fiber Channel. Stay connected with him below:
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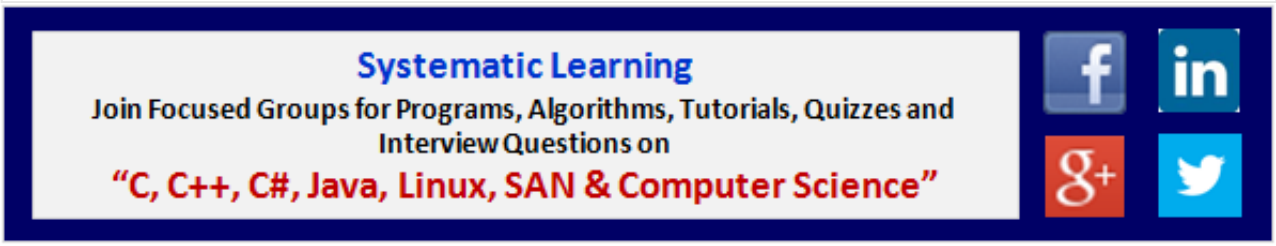

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Device Drivers Basics (http://www.sanfoundry.com/training-on-linux-device-drivers/)
Linux Block Drivers (http://www.sanfoundry.com/linux-block-device-drivers-training/)
Linux Network Drivers (http://www.sanfoundry.com/linux-network-device-drivers-training/)
Linux PCI Drivers (http://www.sanfoundry.com/linux-pci-device-drivers-training/)
Linux USB Drivers (http://www.sanfoundry.com/linux-usb-device-drivers-training/)
Linux Video Drivers (http://www.sanfoundry.com/linux-video-device-drivers-training/)
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I2C Driver Training (http://www.sanfoundry.co

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Developer Tracks (http://www.sanfoundry.com/salary-50l/)
SAN Developer (http://www.sanfoundry.com/san-storage-developer-training-courses/)
Linux System Developer (http://www.sanfoundry.com/linux-developer-training-courses-jobs/)

Linux Kernel/Driver Developer (http://www.sanfoundry.com/linux-device-driver-developer-training/)
Linux Network Developer (http://www.sanfoundry.com/linux-network-developer-training/)
Mentoring (http://www.sanfoundry.com/professional-mentoring-coaching-career-guidance-cto/)
Productivity (http://www.sanfoundry.com/programming-discipline-and-software/)
Coding-Style (http://www.sanfoundry.com/c-coding-guidelines-developers/)
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Feedback (http://www.sanfoundry.com/feedback/)

From The Web

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Hank Haney University

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