

Exercises 4

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5.6

```
template <class Key, class Elem, class KECmp>
bool search(BinNode<Elem>* node, Key K) {
    if (node == NULL) return false;
    if (node->value() == K) return true;
    if (search(node->left())) return true;
    return search(node->right());
}
```

5.19

```
template <class Key, class Elem, class KECmp>
int smallcount(BinNode<Elem>* node, Key K) {
    if (node == NULL) return 0;
    if (KECmp.gt(node->value(), K)) return smallcount(node->leftchild(), K);
    else return smallcount(node->leftchild(), K) + smallcount(node->rightchild(), K) + 1;
}
```

5.27

```
template<typename E> class heap{
private:
    E* Heap;
    int maxsize;
    int n;
    void shiftDown(int pos){
        int j, tmp;
        tmp = Heap[pos];
```

```

        j = 2 * pos + 1;
        while(j < n){
            if(j+1 < n&&Heap[j+1] < Heap[j]) ++j;
            if(Heap[j] >= tmp)
                break;
            Heap[pos] = Heap[j];
            pos = j;
            j = 2*pos + 1;
        }
        Heap[pos] = tmp;
    }
public:
    void removeMin(){
        swap(Heap[0],Heap[--n]);
        shiftdown(0);
    }
}

```

5.28

l 00

h 010

i 011

e 1000

f 1001

j 101

d 11000

a 1100100

b 1100101

c 110011

g 1101

k 111

The average code length is 3.23445