

Today's announcements:

MP6 available, due 11/17, 11:59p.

Secret mystery data structure:

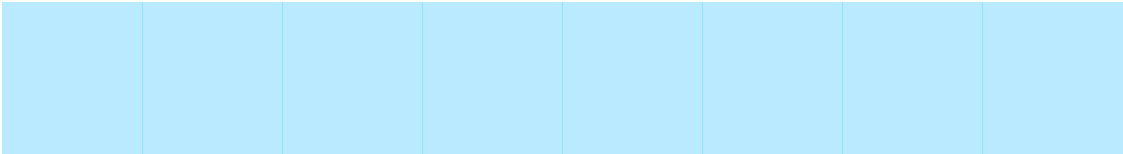

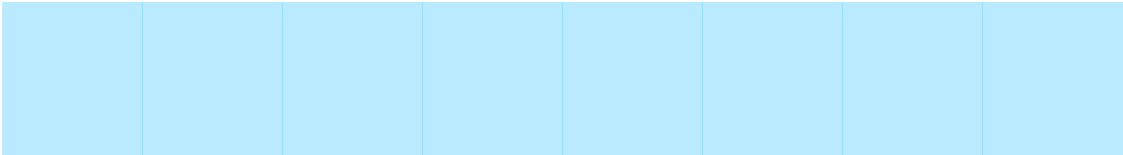

ADT - _____

insert

remove

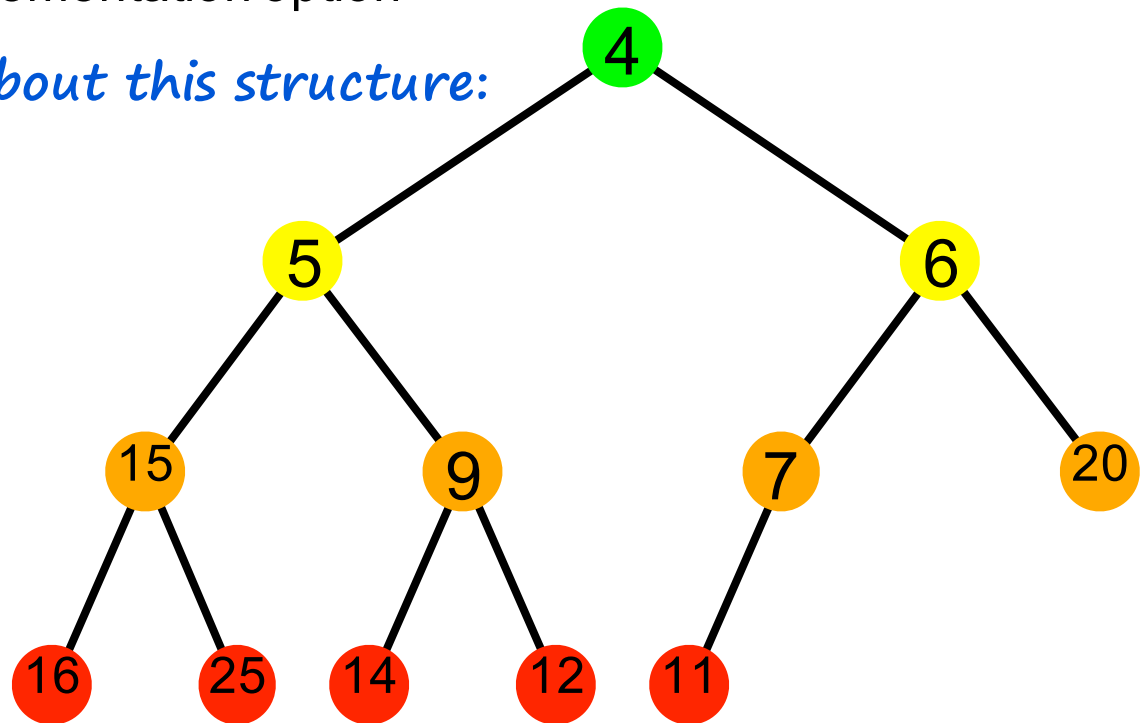
getSize

Priority Queue ADT:

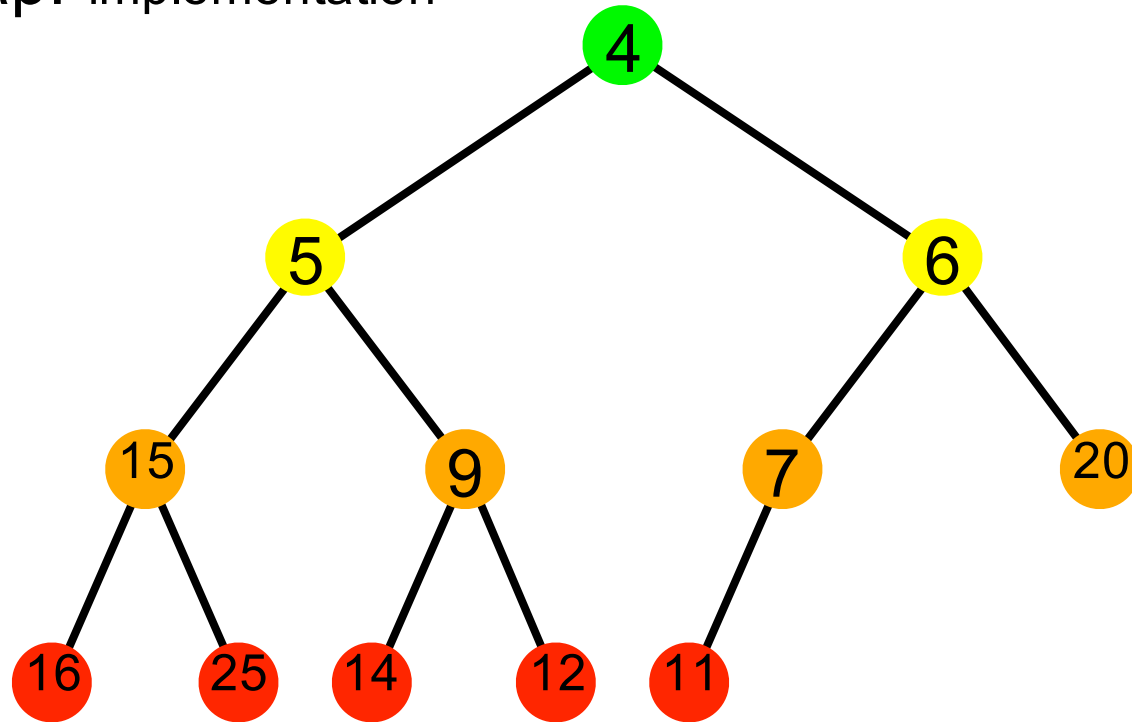
insert	removeMin	implementation
$O(n)$	$O(n)$	 unsorted
$O(1)$	$O(n)$	 sorted
$O(\log n)$	$O(1)$	 sorted
$O(\log n)$	$O(1)$	 sorted

Priority Queue: another implementation option

Tell me everything you can about this structure:

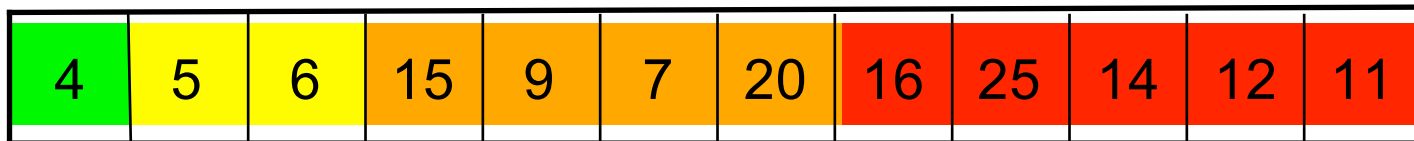
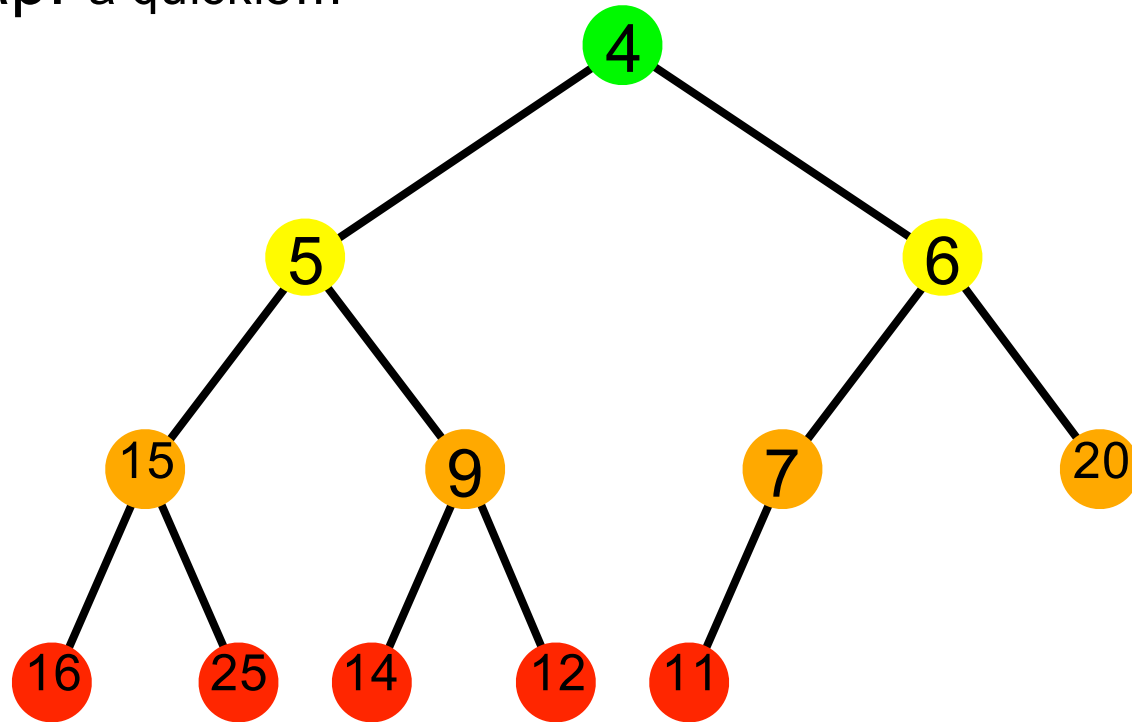


(min)Heap: implementation



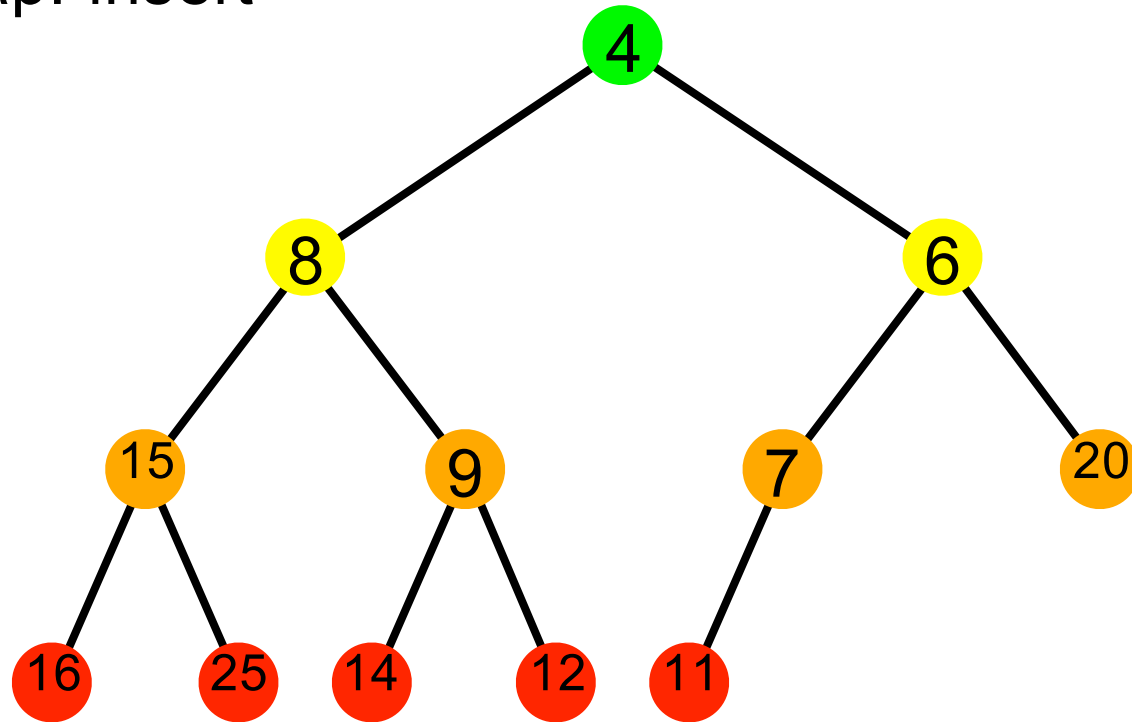
4	5	6	15	9	7	20	16	25	14	12	11
---	---	---	----	---	---	----	----	----	----	----	----

(min)Heap: a quickie...



What is the max height of a complete tree containing n nodes?

(min)Heap: insert



4	8	6	15	9	7	20	16	25	14	12	11			
---	---	---	----	---	---	----	----	----	----	----	----	--	--	--

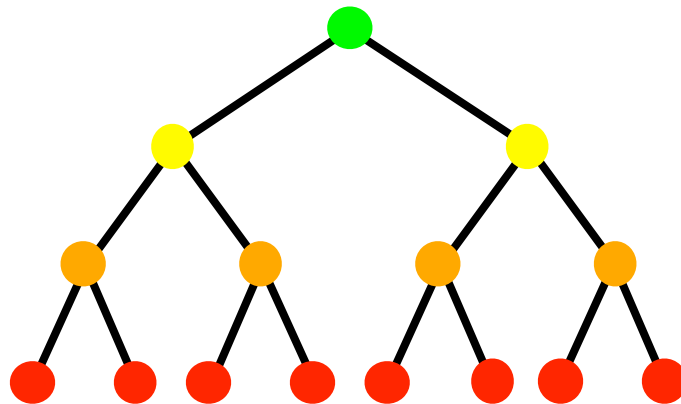
Code:

```
template <class T>
void Heap<T>::insert(const T & key){

    if (size==capacity)  growArray();
    size++;
    items[size] = key;
    heapifyUp(size);

}
```

growArray()



Code:

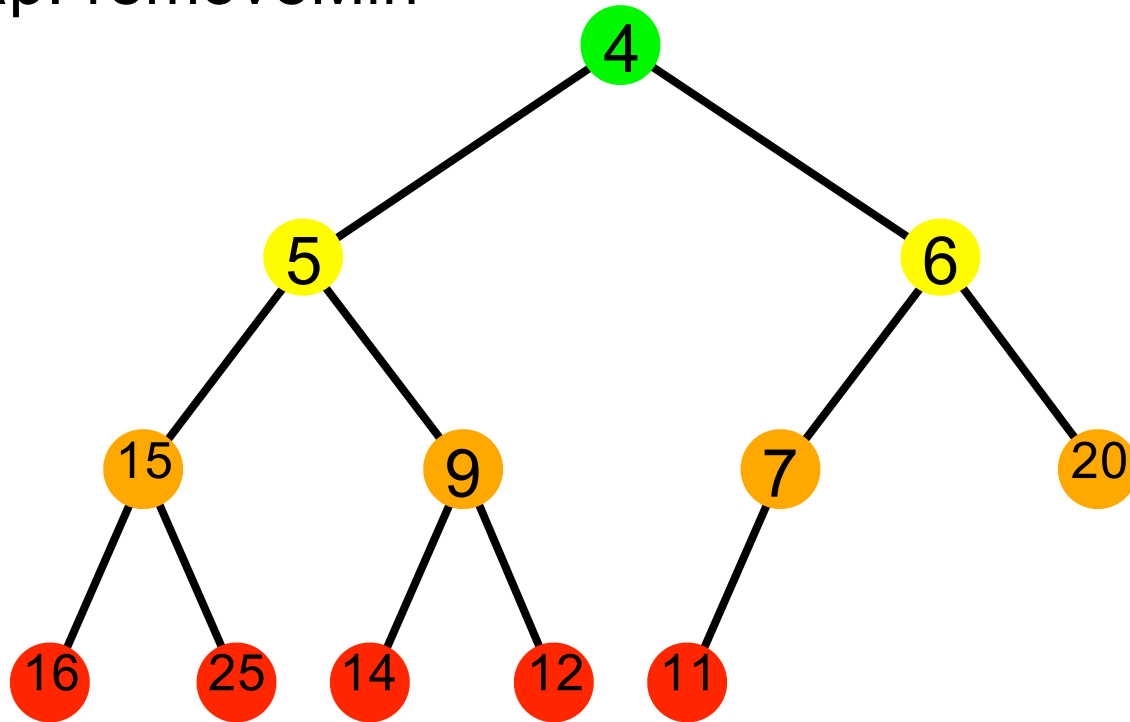
```
template <class T>
void Heap<T>::insert(const T & key){

    if (size==capacity) growArray();
    size++;
    items[size] = key;
    heapifyUp(size);

}
```

```
template <class T>
void Heap<T>::heapifyUp(int cIndex){
    if (cIndex > ____){
        if (items[cIndex] ____ items[parent(cIndex)]{
            swap(____, ____);
            heapifyUp(____);
        }
    }
}
```


(min)Heap: removeMin



4	5	6	15	9	7	20	16	25	14	12	11
---	---	---	----	---	---	----	----	----	----	----	----

Code:

```
template <class T>
T Heap<T>::removeMin() {
    T minVal = items[1];
    items[1] = items[size];
    size--;
    heapifyDown(1);
    return minVal;
}
```

Code:

```
template <class T>
T Heap<T>::removeMin() {
    T minVal = items[1];
    items[1] = items[size];
    size--;
    heapifyDown(1);
    return minVal;
}
```

```
template <class T>
void Heap<T>::heapifyDown(int cIndex) {
    if (hasAChild(cIndex)) {
        minChildIndex = minChild(cIndex);
        if (items[cIndex] ____ items[minChildIndex]) {
            swap(____, ____);
            ____;
        }
    }
}
```

What have we done?

