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Ankit Kesar (1BM18CS150)

Implementation of Binary Heap

```
void insertKey (int k)
```

```
{ if (heap-size == capacity) cout << "overflow" << endl;
```

```
    heap-size++;
```

```
    int i = heap-size - 1;
```

```
    heap[i] = k;
```

```
    while (i != 0 && heap[parent(i)] > heap[i])
```

```
    { swap (heap[i], heap[parent(i)]);
```

```
        i = parent(i);
```

```
    }
```

```
}
```

```
int extractMin ()
```

```
{ if (heap-size <= 0) return INT_MAX;
```

```
    if (heap-size == 1)
```

```
    { heap-size--;
```

```
        return heap[0];
```

```
    }
```

```
    int root = heap[0];
```

```
    heap[0] = heap[heap-size - 1];
```

```
    heap-size--;
```

```
    minheapify(0);
```

```
    return root;
```

```
}
```

int getmin () return base[0];