HW4

If your program takes more than a certain reasonable amount of time to finish, you get 0 points. Every program should be compilable and runnable in cspro. Every program should be written in C (at this time, No C++) and satisfy the requirements in the program specification. Copy check will be done.

- 1. Textbook (2nd Eds) p.230 #9.
- § [*Programming project*] Write a user-friendly, menu-driven program that allows the user to perform the following operations on min heaps.
- (a) create a min heap
- (b) remove the key with the lowest value
- (c) change the priority of an arbitrary element
- (d) insert an element into the heap.

Add the following operations:

- (e) remove the selected priority
- (f) search the heap if the heap has the item with an input key (priority).

Example output:

```
MIN Heap Operations

1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0. Quit:6
Remove Priority: 0
0 is not in the priority queue.

1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0. Quit:1
Enter a number: 11
n = 0
[1] = 11

1. Insert, 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0. Quit:1
Enter a number: 5
n = 1
[1] = 5
[2] = 11

1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0. Quit:1
Enter a number: 7
n = 2
[1] = 5
[2] = 11
[3] = 7
```

```
1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0.
Ouit:1
Enter a number: 9
n = 3
\begin{bmatrix} 1 \\ 1 \end{bmatrix} = 5
\begin{bmatrix} 2 \\ 2 \end{bmatrix} = 9
\begin{bmatrix} 3 \\ 4 \end{bmatrix} = 7
1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0.
Remove Priority: 8
8 is not in the priority queue.
[1] = 5
[2] = 9
[3] = 7
[4] = 11
1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0.
Quit:6
Remove Priority: 11
[1] = 5
[2] = 9
[3] = 7
1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0.
Ouit:2
5 was deleted from the heap.
[1] = 7
\begin{bmatrix} 2 \end{bmatrix} = 9
1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0.
Quit:1
Enter a number: 16
n = 2
[1] = 7
\begin{bmatrix} 2 \\ 2 \end{bmatrix} = 9
\begin{bmatrix} 3 \end{bmatrix} = 16
1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0.
Ouit:1
Enter a number: 25
n = 3
[1] = 7
[2] = 9
[3] = 16
[4] = 25
1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0.
Quit:4
The top priority is: 7.
1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0.
Quit:5
Change Priority of: 16
New Priority: 40
[1] = 7
[2] = 9
[3] = 40
[4] = 25
1. Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0.
Ouit:5
Change Priority of: 40
New Priority: 1
[1] = 1
[2] = 9
[3] = 7
[4] = 25
    = 25
```

```
    Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0. Quit:6
Remove Priority: 7
[1] = 1
[2] = 9
[3] = 25
    Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0. Quit:3
Search for y: 0
0 is not in the heap.
    Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0. Quit:3
Search for y: 9
9 was FOUND in position 2.
    Insert 2. Delete 3. Search 4. Top Priority 5. Change Priority 6. Remove Priority 0. Quit:0
```

2.Write a complete menu-driven program that allows a user to perform the following operations by modifying/using Program 5.15, 5.17:

- (a) create a binary search tree
- (b) search the current tree with an input key
- (c) insert an element with a given input key to the current binary search tree

You should print the current state of the tree after inserting each element, using preorder traversal: root \rightarrow left child \rightarrow right child.

Example output:

```
Binary Search Tree Operations

1. Insert 2: Search 0. Quit:1
Enter a number: 6
[1] = 6

1. Insert 2: Search 0. Quit:1
Enter a number: 7
[1] = 6
[2] = 7

1. Insert 2: Search 0. Quit:1
Enter a number: 4
[1] = 6
[2] = 4
[3] = 7

1. Insert 2: Search 0. Quit:1
Enter a number: 2
[1] = 6
[2] = 4
[3] = 7

1. Insert 2: Search 0. Quit:1
Enter a number: 5
```

- [1] = 6 [2] = 4 [3] = 2 [4] = 5 [5] = 7
- 1. Insert 2: Search 0. Quit:2 Search for y: 6 6 was FOUND in the tree.
- 1. Insert 2: Search 0. Quit:2 Search for y: 8 8 is not in the tree.
- 1. Insert 2: Search 0. Quit:0