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* The Heap ADT. This is a max heap.
* As a student at Union College, I am part of a community that values
intellectual effort, curiosity and discovery. I understand that in order to
truly claim my educational and academic achievements, I am obligated to act
with academic integrity. Therefore, I affirm that I will carry out my
academic endeavors with full academic honesty, and I rely on my fellow
students to do the same.
 * @author Blair Hagen
 * @version 6-2-16
 * /
public class Heap
{
     private int[] itemArray;  //binary tree of ints in array form
     private int nodes;
                                          //number of nodes in tree
      /**
       * Builds a heap from an array of ints.
       * The original array is not changed.
       * @param items
                    an array of ints, which will be
                    interpreted as a binary tree.
      public Heap(int[] items)
      {
            itemArray = new int[items.length];
            nodes = items.length;
            for (int i = 0; i < items.length; i++) {</pre>
                  itemArray[i] = items[i];
            buildAHeap();
      }
       * @return number of nodes in the heap.
      public int size()
      {
           return nodes;
      }
       * Constructs a heap from the given binary tree (given as an array).
       * Heapifies each internal node in reverse level-by-level order.
     public void buildAHeap()
      {
            int indexOfLastNode = nodes-1;
            for (int i = (indexOfLastNode-1)/2; i >= 0; i--) {
                  heapify(i);
            }
      }
```

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/** string representation of a heap that looks (a little) like a tree
      * @return string with one int on 1st line, two ints on 2nd line, four
ints on 3rd line, etc.
     public String toString()
      {
            String result = "\n";
            int lastNodeOnLevel = 0;
            int indexOfLastNode = nodes-1;
            for (int i = 0; i < indexOfLastNode; i++)</pre>
                  result += itemArray[i];
                  if (i == lastNodeOnLevel) {
                        result += "\n";
                        lastNodeOnLevel = lastNodeOnLevel * 2 + 2;
                  } else {
                        result += " ";
            }
            result += itemArray[indexOfLastNode];
            return result;
      }
      * Turns a subtree into a heap, assuming that only the root of that
subtree
       * violates the heap property.
       * @param startingNode
                        the index of the node to start with. This node
                        is the root of a subtree which must be turned into a
heap.
      public void heapify(int startingNode)
            heapifyRec(startingNode);
      }
       * Recursive method for turning subtree into a heap
       * if head isnt leaf
                  if the largest children value is greater than the head
value
                        set head value equal to child value
                        set child value equal to head value
                        heapify children
       * @param startingNode
       * @param itemArray
       * @return
      private void heapifyRec(int head)
      {
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if (!isLeaf(head))
                  if (getVal(getSwapNode(head)) > getVal(head))
                        int headVal = getVal(head);
                        int swapIndex = getSwapNode(head);
                        int childVal = getVal(swapIndex);
                        itemArray[head] = childVal;
                        itemArray[swapIndex] = headVal;
                        heapify(swapIndex);
            }
      }
       * Removes the root from the heap, returning it. The resulting array
is
       * then turned back into a heap.
       * @return the largest value in the heap
      public int deleteRoot()
       int root = itemArray[0];
        itemArray[0] = itemArray[nodes - 1];
        nodes--;
        heapify(0);
        return root;
      }
      * Gets the correct node of the children of a node to swap
      * @param startingNode
       * @return index of node to swap
     private int getSwapNode(int head)
      {
            if (hasRightChild(head) && getRightVal(head) > getLeftVal(head))
                  return (head *2 + 2);
            else
                  return(head * 2 + 1);
      }
      /**
      * Gets current node
      * @param index of current node
       * @return value of current node
       * /
     private int getVal(int index)
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```
{
      return(itemArray[index]);
/**
 * Gets right child of node
 * Prerequisite: Must have a right child
 * @param index of subtree root
 * @return index of right child
private int getRightVal(int index)
      return(itemArray[index * 2 + 2]);
}
/**
 * Checks if node has a right tree
 * @param index of subtree root
 * @return true if has node, false if not
private boolean hasRightChild(int index)
      return(index*2+2<nodes);</pre>
}
/**
 * Gets left child of node
 * Prerequisite: Must have a left child
 * @param index of subtree root
 * @return index of right child
private int getLeftVal(int index)
{
      return(itemArray[index * 2 + 1]);
}
/**
 * Checks if node has a left tree
 * @param index of subtree root
 * @return true if has node, false if not
 * /
private boolean hasLeftChild(int index)
{
      return(index*2+1<nodes);</pre>
}
/**
 * Checks if a node is a leaf
 * @param index of node
 * @return true if it is a leaf, false if not
private boolean isLeaf(int index)
      return !hasLeftChild(index);
}
```

```
/**
* Tester for your Heap
 * @author Blair Hagen and Chris Fernandes
 * @version 6/2/16
public class HeapTests {
     public static void main(String[] args)
        Testing.startTests();
        Testing.setVerbose(true);
        shallowHeap();
        largeHeap();
        heapedHeap();
        sortUnique();
        sortedDuplicates();
        Testing.finishTests();
    }
      /**
      * given an array-based tree of integers, returns the contents of the
       * tree in the same sort-of-tree-like format that Heap's toString does
       * @param someArray array-based tree of ints
       * @return contents of tree in level-by-level order with \n's to make
it tree-like
       * /
     private static String treeify(int[] someArray) {
            String result = "\n";
            int lastNodeOnLevel = 0;
            for (int i = 0; i < someArray.length-1; i++)</pre>
                  result += someArray[i];
                  if (i == lastNodeOnLevel) {
                        result += "\n";
                        lastNodeOnLevel = lastNodeOnLevel * 2 + 2;
                  } else {
                        result += " ";
```

}

}

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result += someArray[someArray.length-1];
            return result;
      }
     private static void shallowHeap()
      Testing.testSection("shallow heap test: subtree root swaps just
once, \n"
                  + "unbalanced tree, all internal nodes have two kids");
      int[] anArray = {11, 12, 5, 1, 23, 33, 9, 21, 14, 10, 4};
        Testing.printArray("before building heap:",anArray);
        Heap sample = new Heap(anArray);
        int[] answer = {33,23,11,21,12,5,9,1,14,10,4};
      Testing.assertEquals("after building heap",
                  treeify(answer), sample.toString());
    }
   private static void largeHeap()
      Testing.testSection("large head test: subtree root swaps multiple
times, \n"
                  + "unbalanced tree, all internal nodes have two kids");
      int[] anArray = {12, 13, 18, 9, 70, 1, 56, 25, 45, 14, 20, 30, 6, 4};
      Testing.printArray("before building heap:", anArray);
      Heap sample = new Heap(anArray);
      int[] answer = {70, 45, 56, 25, 20, 30, 18, 12, 9, 14, 13, 1, 6, 4};
      Testing.assertEquals("after building heap", treeify(answer),
sample.toString());
   }
   private static void sortUnique()
     Testing.testSection("sort test: random, no duplicates");
      int[] unsorted = {11, 12, 5, 1, 23, 33, 9, 21, 14, 10};
      Testing.printArray("before sorting", unsorted);
        int[] sorted = Sorter.priorityQueueSort(unsorted);
        int[] answer = {1, 5, 9, 10, 11, 12, 14, 21, 23, 33};
        Testing.assertEquals("after sorting", answer, sorted);
    }
   private static void heapedHeap()
      Testing.testSection("already heapified heap");
      int[] unsorted = {70, 60, 50, 40, 30, 20, 10};
      Testing.printArray("before building heap:", unsorted);
      Heap sample = new Heap(unsorted);
      int[] answer = {70, 60, 50, 40, 30, 20, 10};
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Testing.assertEquals("after building heap", treeify(answer),
sample.toString());
}

private static void sortedDuplicates()
{
   Testing.testSection("sorting a heap with duplicates sorted heap");
   int[] unsorted = {15, 15, 16, 18, 30, 15, 16, 30};
   Testing.printArray("before sorting", unsorted);
   int[] sorted = Sorter.priorityQueueSort(unsorted);
   int[] answer = {15, 15, 15, 16, 16, 18, 30, 30};

   Testing.assertEquals("after sorting", answer, sorted);
}
```

- 1. The runtime would be  $O(n \log(n))$  because it uses the <u>heapify</u> method, and that method must touch every element in the array.
- 2. The runtime for sorting an unsorted linked list, the runtime would be  $0\,(n)$  because the entire linked list has to be searched every time the method is called.