

```
Microsoft Visual Studio 디버그 콘솔
***** insertion into a max heap *****
10
40 10
40 10 30
40 10 30 5
40 12 30 5 10
40 12 30 5 10 6
40 12 30 5 10 6 15
40 12 30 9 10 6 15 5
60 40 30 12 10 6 15 5 9
***** deletion from a max heap *****
40 12 30 9 10 6 15 5
30 12 15 9 10 6 5
15 12 6 9 10 5
12 10 6 9 5
10 9 6 5
9 5 6
6 5
5

C:\Users\82107\Desktop\DS_16\Debug\DS_16.exe(프로세스 6408)
```

```
Microsoft Visual Studio 디버그 콘솔
random number generation <1~500>
the number of nodes in BST <less than and equal to 50> : 10
seed: 1

creating a BST from random numbers
42 468 335 1 170 225 479 359 463 465
the key to search :170
the element's item is 170

inorder traversal of the BST shows the sorted sequence
1 42 170 225 335 359 463 465 468 479
C:\Users\82107\Desktop\DS_16\Debug\02.exe(프로세스 20856개)이(가) 종료되었습
이 창을 닫으려면 아무 키나 누르세요...
```

Microsoft Visual Studio 디버그 콘솔

random number generation <1~500>
the number of nodes in BST <less than and equal to 50> : 15
seed: 22

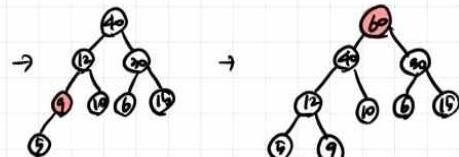
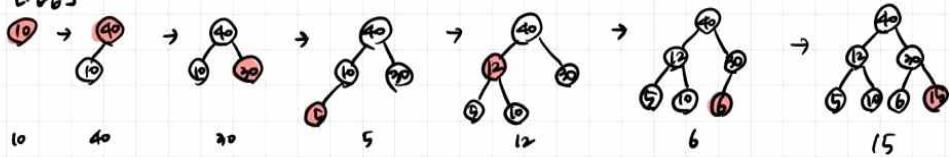
creating a BST from random numbers
111 309 35 43 400 150 304 154 258 428 100 71 447 353 246
the key to search :42
there is no such an element

inorder traversal of the BST shows the sorted sequence
35 43 71 100 111 150 154 246 258 304 309 353 400 428 447

MAX Heap

Input.txt : 10 40 30 5 12 6 15 9 60

[$\Delta \Delta \Delta$]



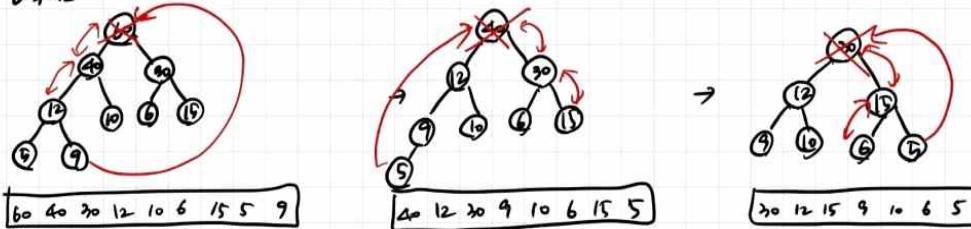
heap

CB : [60 40 30 12 10 6 15 5 9]

9

60

[$\Delta \Delta \Delta \Delta$]



[15 12 6 9 10 5]

[12 10 6 9 5]

[10 9 6 5]



\rightarrow

\rightarrow null

[4 5 6]

[6 5]

[5]

null