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$n = \text{input size}$

## PART 3

```
public HeapPartOne(HeapPartOne<E> other){
    this(other.heapData.comparator()); => O(1)

    HeapIterator<E> iter = other.heapIterator(); => O(1)
    while(iter.hasNext()) => O(n)
        heapData.add(iter.next()); => O(log n)
}

public boolean search(Object o){
    HeapIterator<E> iter = heapIterator(); => O(1)

    while(iter.hasNext()) => O(n) (loop can break)
        if(iter.next().equals(o)) => O(1)
            return true;

    return false; => O(1)
}

public boolean merge(HeapPartOne<E> other){
    HeapIterator<E> iter = other.heapIterator(); => O(1)
    while(iter.hasNext()){ => O(m)
        E item = iter.next();
        try{
            offer(item); => O(log n)
        }catch(Exception e){
            return false;
        }
    }
    return true;
}
```

$O(n \log n)$  { copy const.  $O(n \log n)$

$O(n)$  { search:  $O(n)$

$O(m \log n)$  { Merge:  $O(m \log n)$

```
public boolean removeBiggest(int i){
    try{
        Object[] arr = toArray(); => O(n)
        Arrays.sort(arr); => O(n log n)
        remove(arr[size() - 1 - i]); => O(log n)
    }catch(Exception e){
        return false;
    }
    return true;
}
```

Remove Biggest:  $O(n \log n)$

```
public HeapIter(){
    innerIter = heapData.iterator();  $\Rightarrow O(1)$  }  $O(1)$ 
}
```

```
@Override
public boolean hasNext() {
    return innerIter.hasNext(); }  $\Rightarrow O(1)$  }  $O(1)$ 
```

```
@Override
public E next() throws NoSuchElementException{
    lastItemReturned = innerIter.next();  $\Rightarrow O(1)$ 
    count++;  $\Rightarrow O(1)$ 
    return lastItemReturned;  $\Rightarrow O(1)$  }  $O(1)$ 
```

```
@Override
public void remove() throws UnsupportedOperationException, IllegalStateException{
    innerIter.remove();  $\Rightarrow O(\log n)$  }  $O(\log n)$ 
```

```
@Override
public E set(E element) throws UnsupportedOperationException, IllegalStateException{
    if(lastItemReturned == null)
        return null;
    remove();  $\Rightarrow O(\log n)$ 

    if(heapData.add(element)) {  $\Rightarrow O(\log n)$ 
        innerIter = heapData.iterator();
        for(int i = 0; i < count; ++i){  $\Rightarrow O(n)$ 
            innerIter.next();
        }
        E temp = lastItemReturned;
        lastItemReturned = null;
        return temp;
    }
    else
        return null;  $\Rightarrow O(1)$ 
}
```

$T_b = O(\log n)$   
 $T_w = O(n)$   $\Rightarrow$   $O(n)$

```
public int size() {  
    return heapData.size();  
}
```

$\Rightarrow O(1)$  }  $O(1)$

```
public boolean isEmpty() {  
    return heapData.isEmpty();  
}
```

}  $O(1)$

```
public boolean contains(Object o) {  
    return heapData.contains(o);  
}
```

}  $O(n)$

```
public Iterator<E> iterator() {  
    return heapData.iterator();  
}
```

}  $O(1)$

```
public HeapIterator<E> heapIterator() {  
    return new HeapIter();  
}
```

}  $O(1)$

```
public Object[] toArray() {  
    return heapData.toArray();  
}
```

}  $O(n)$

```
public boolean remove(Object o) {  
    return heapData.remove(o);  
}
```

}  $O(n \log n)$

```
public boolean add(E e) {  
    return heapData.add(e);  
}
```

}  $O(\log n)$

```
public boolean offer(E e) throws NullPointerException, ClassCastException {  
    return heapData.offer(e);  
}
```

}  $O(\log n)$

```
public E remove() {  
    return heapData.remove();  
}
```

}  $O(\log n)$

```
public E poll() {  
    return heapData.poll();  
}
```

}  $O(\log n)$

```
public E element() {  
    return heapData.element();  
}
```

}  $O(1)$

```
public E peek() {  
    return heapData.peek();  
}
```

}  $O(1)$

```

@Override
public int compareTo(HeapPartOne<E> o) {
    if(!(o instanceof HeapPartOne)) => O(1)
        throw new ClassCastException();

    @SuppressWarnings("unchecked")
    HeapPartOne<E> other = (HeapPartOne<E>) o;
    if(this == o)
        return 0;

    return this.peek().compareTo(other.peek()); => O(1)
}

```

$O(1)$  if compareTo  
 of generic type is  
 constant, otherwise  
 $O(n)$

```

@Override
public String toString(){
    StringBuilder strBuild = new StringBuilder();
    for(E node: heapData){ => O(n)
        strBuild.append(node).append("-"); => O(1)
    }
    return strBuild.toString(); => O(n)
}

```

$\underline{\underline{O(n)}}$

# BSTHeapTree

```
private static class Node<E extends Comparable<E> > implements Comparable<Node<E> >, Serializable{
    private E data;
    private int occur = 0;

    public Node(E e){
        if(e == null)
            throw new NullPointerException();
        data = e;
        occur = 1;
    }

    public Node(){
        data = null;
    }

    @Override
    public int compareTo(Node<E> o) {
        return this.data.compareTo(o.data);
    }

    @Override
    public boolean equals(Object o){
        if(o == null)
            return false;

        if(o.getClass() != this.getClass())
            return false;

        @SuppressWarnings("unchecked")
        Node<E> other = (Node<E>) o;
        if(this.data.equals(other.data))
            return true;
        else
            return false;
    }

    @Override
    public String toString(){
        return data.toString();
    }
}
```

$O(1)$

$O(1)$

$O(1)$  if comparator of generic constant time.

$O(1)$

$O(1)$

```

private static class BSTNode<T> extends Comparable<T> > implements Comparable<BSTNode<T>>, Serializable{
    private T data;
    private BSTNode<T> left=null, right=null;

    public BSTNode(T e){
        if(e == null)
            throw new NullPointerException();
        data = e;
    }

    @Override
    public int compareTo(BSTNode<T> o) {
        return this.data.compareTo(o.data);
    }

    @Override
    public boolean equals(Object o){
        if(o == null)
            return false;

        if(this.getClass() != o.getClass())
            return false;

        @SuppressWarnings("unchecked")
        BSTNode<T> other = (BSTNode<T>) o;
        if(this.data.equals(other.data))
            return true;
        else
            return false;
    }

    @Override
    public String toString(){
        return data.toString();
    }
}

```

} O(1)

} O(1) if compareTo of generic is constant.

} O(1)

} O(1)

```
Node<E> node = findNode(root, item);  $\Rightarrow O(\log n)$ 
```

```
if(!add_to_node(root, item)){  $\Rightarrow O(\log n)$ 
```

```

HeapPartOne<Node<E> > newHeap = new HeapPartOne<>(Collections.reverseOrder());
newHeap.add(new Node<E>(item)); => O(1) => max size is 7
root = addBSTNode(root, newHeap); => O(log n)

```

$$h = \text{depth}$$

```
if(root == null){
    return false;
}
```

Stop condition

```
if(root.data.size() < MAX_HEAP_SIZE){
    root.data.add(new Node<E>(item));
    return true;
}
```

You, 2 hours ago • Changes algorithm for BSTHeapTree

```
int comp_sol = root.data.peek().data.compareTo(item);
```

```
if(comp_sol > 0){
    return add_to_node(root.left, item);  $T(h-1)$ 
}else{
    return add_to_node(root.right, item);  $T(h-1)$ 
}
```

$$\bar{T}(h) = h Q(1) = Q(h)$$

$T(n) = O(\log n)$





```

public int find(E item) throws NoSuchElementException, NullPointerException{
    if(item == null)
        throw new NullPointerException();
    Node<E> e = findNode(root, item); => O(log n)
    if(e == null)
        throw new NoSuchElementException();
    return e.occure;
}

```

$O(\log n)$

```

public E find_mode(){
    return find_mode_recursive(root, new Node<E>()).data; => O(n)
}

```

$O(n)$

```

private Node<E> find_mode_recursive(BSTNode<HeapPartOne<Node<E> > > root, Node<E> max){
    if(root == null)
        return max;
    for(Node<E> node : root.data){
        if(node.occure > max.occure)
            max = node;
    }

    Node<E> check = find_mode_recursive(root.left, max); T(h-1)
    if(check.occure > max.occure){
        max = check;
    }

    check = find_mode_recursive(root.right, max); T(h-1)
    if(check.occure > max.occure){
        max = check;
    }

    return max; => O(1)
}

```

$O(1)$

$T(n) = O(n)$

$$T(h) = 2T(h-1) + O(1)$$

$$T(h) = 2^h \cdot O(1) = O(2^h) = O(2^{\sqrt{\log_2 n}}) = O(n)$$

```

private <T extends Comparable<T> > BSTNode<T> addBSTNode(BSTNode<T> root, T item){

    if(item == null)
        throw new NullPointerException();
    if(root == null){
        root = new BSTNode<T>(item);
        return root;
    }

    int comp_sol = root.data.compareTo(item);

    if(comp_sol > 0){
        root.left = addBSTNode(root.left, item);
    }
    else if(comp_sol < 0){
        root.right = addBSTNode(root.right, item);
    }

    return root;
}

```

$O(1)$

$T(h-1)$

$T(h-1)$

$\Rightarrow O(1)$

$O(\log n)$

$$T(h) = T(h-1) + O(1)$$

If tree is complete.

$$T(h) = h \cdot O(1) = O(h) = O(\log n)$$

```

private <T extends Comparable<T>> BSTNode<T> removeBSTNode(BSTNode<T> root, T item){
    if(root == null || item == null)
        throw new NullPointerException();

    int comp_sol = root.data.compareTo(item); => O(1)

    if(comp_sol > 0){
        root.left = removeBSTNode(root.left, item); T(h-1)
    }else if(comp_sol < 0){
        root.right = removeBSTNode(root.right, item); T(h-1)
    }else{
        if(root.right == null && root.left == null){
            root = null;
        }else if(root.left == null){
            root = root.right;
        }else{
            if(root.right == null){
                root = root.left;
            }else{
                if(root.left.right == null){
                    root.left.right = root.right;
                    root = root.left;
                }else{
                    BSTNode<T> largest = findLargestBSTNode(root.left); => O(log n)
                    root.data = largest.right.data;
                    largest.right = largest.right.left; } O(1)
                }
            }
        }

        return root; => O(1)
    }
}

```

$O(\log n)$

$O(\log n)$

$O(1)$

$O(\log n)$

$O(1)$

$O(1)$

$$T(h) = T(h-1) + O(1)$$

$$T(h) = h \cdot O(1)$$

$$T(n) = O(\log n)$$

If tree is complete

```

private <T extends Comparable<T>> BSTNode<T> findLargestBSTNode(BSTNode<T> root){
    if(root.right.right == null)
        return root; => O(1)
    else{
        return findLargestBSTNode(root.right); => T(h-1)
    }
}

@Override
public String toString() {
    StringBuilder sb = new StringBuilder(); => O(1)
    preOrderTraverse(root, 1, sb); => O(n)
    return sb.toString(); => O(n)
}

You, 3 hours ago • Changes algorithm for BSTHeapTree

private <T extends Comparable<T>> void preOrderTraverse(BSTNode<T> node, int depth,
    StringBuilder sb) {

    for (int i = 1; i < depth; i++) {
        sb.append(" ");
    }

    if (node == null) {
        sb.append("null\n");
    }

    else {
        sb.append(node.toString()); => O(1)
        sb.append("\n");
        preOrderTraverse(node.left, depth + 1, sb); T(h-1)
        preOrderTraverse(node.right, depth + 1, sb); T(h-1)
    }
}

```

$$T(h) = T(h-1) + O(1)$$

$$T(h) = O(h) = O(\log n)$$

$$T(h) = 2T(h-1) + O(1)$$

$$T(h) = 2^h \cdot O(1)$$

$$= O(2^{\log_2 n})$$

$$= O(n)$$

$O(1)$

$O(1)$

$T(h-1)$

$T(h-1)$