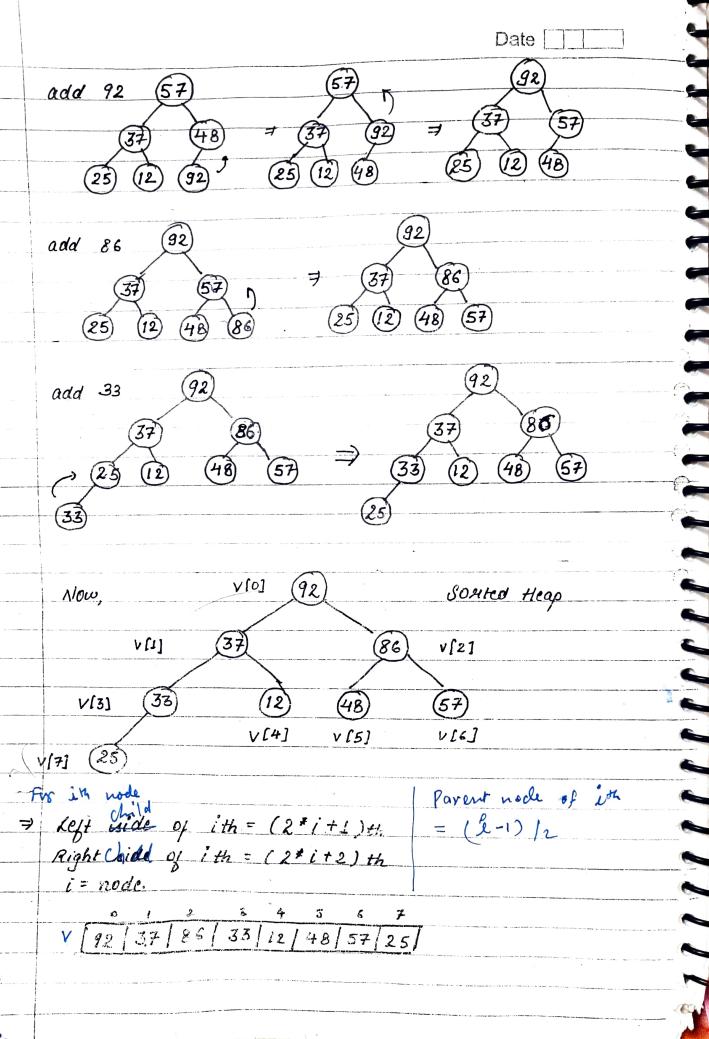
				Date []				
⇒	APPLICATIO	ON OF TRE	E					
->	Heap Sout	1						
		It us a con	nplete binary to	uee such that				
	It is a complete binary truce usuch that value of every node was clarge as values of it is children nodes.							
		It is veri	essicient asoxti	ng algorithm				
	It is very efficient isorting algorithm for large idata, the time complexity in worst case to is $O(n \log_2 n)$, the inverage case is not good (highest). It requires order of $O(n)$ exture space.							
								It requires order of O(n) extura space.
		/	0	,				
		st has 2	phases :-					
j.	It has 2 phases:- Cueating heap							
		Deletting heap	2					
	Values: V	25 57 48	37 12 92 86	33				
7	CREATING HEAP (MAX Heap)							
		(25)	In this	parent noole must be				
	O. H. O. 25			queaky than its				
	57	(25)	(57)	children				
	add 57		7	lastulion must be				
		(57)	(25) juon	left to wight until.				
			leve	i not filled completely				
	add 48	(57)		57) (57)				
		48	× (25)	48 7 30 48				
		(57)	(33)	(25)				
and the same of the same of	acid 12 (3							

(12)

(25)



Deleting of Heap: Belete the woot in every pass and meheap the truce. In this make questest node is most node. (92) Delete 92 (37 92 (25 Delete 57 Velete 86 57 86 57, 86, 92 37 (25) Delete 37 Delete 48 48 37,48,57,86,92 25 (12 Delete 25 Welek 33 33 83, 37, 48, 57, 86, 92 Decek 25, 33, 57, 48, 51, 86,92

12, 25, 33, 37, 48, 57, 86, 92

	-			
1	1	i I		1
Date				1
Date	1			1
Tree (1.1.1.14 m)			-	

ALGORITHM

INSERT _ HEAP (TREE, N, ITEM)

A heap H with N elements us usouted in the carriary TREE, and an ITEM up information in given. This procedure inserts ITEM us a new element up H. PIR gives the location up ITEM cas uit ruises in the true, and PAR denotes the location up the parent of ITEM cand

1. [Add new node to H and initialise PTR]

set N=N+1 and PTR=N

2. [Find location to insent ITEM]

vepeats steps 3 to 6 while PTR < 1

3. Let PAR = [PTR/2] [Location of powent node]

4. If ITEM & TREE [PAR] , then

set TREE [PTR] = ITEM and wetwen

[End of it]

5. set TREE [PTR] = TREE [PAR] more nodes down

. G. LIEF PTR = PAR (update PTR)

[End of step 2 loop]

7. [Assign ITEM was wort up H]

LART TREE [1] = ITEM

8. RETURN

DELETE _ HEAP (TREE, N, ITEM)

A heap H with N elements in stoned in the caucay TREE. This proceedings cassign the woot TREE[11 of H to the variable ITEM and then we heaps the memaining elements. The variable LAST waves the value of the oxiginal dast node of H. The pointers PTR, LEFT & RIGHT gives the

location last and its left and night children ous last sinks in TREE

	Date
1.	Set ITEM = TREE [1] (wemoves veoof up H]
2.	Set LAST = TREE [II] and N=N-1
	[nemoves dast node w/ H]
3.	Set PTR=1, LEFT=2 and RIGHT=3
	[initialise pointers]
4.	Repeat wheps 5 to 7 while RIGHT = N
5.	If LAST > TREE [LEFT] and
	LAST > TREE [RIGHT], then
	MET TREE [PTR] = LAST and Return
	[End of it]
6.	If TREE [RIGHT] = TREE [LEFT], then
	net TREE [PTR] = [REE[LEFT] and PTR=LEFT
	Else
	set TREE [PTR] = TREE [RIGHT] cond PTR = RIGHT
	(End up it)
	CCT - PTP and PIGHT = /FFT + 1
	Set LEFT = PTR Land RIGHT = LEFT + 1
	[End cop ustep 4 loop]
 2.	If LEFT = N and if LAST < TREE [LEFT], then
	Met PTR = LEFT
9.	WET TREE [PTR] = LAST
10.	Return