

## **National University of Computer and Emerging Sciences**

**Laboratory Manual** 

for

**Data Structures Lab** 

## **Department of Computer Science**

FAST-NU, Lahore, Pakistan

# **Objectives:**

In this lab, students will practice:

1. Implementation of Min Heap Using Arrays

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#### **Question 1:**

a. Create a struct HeapItem as follows:

```
template <typename k, typename v>
struct HeapItem
      k key;
       v value;
};
```

#### b. Now create a MinHeap class which contains:

- 1. A pointer to HeapItem, "arr".
- 2. An int variable "capacity" which stores the total capacity of a heap.3. An int variable "totalItems" which contains the count of the current total number of items stored.

Provide the following member functions for your MinHeap class:

- 1. A default constructor which assigns nullptr to arr pointer. MinHeap()
- 2. An overloaded constructor which takes as argument the value of capacity and allocates the memory of the required capacity to arr pointer. MinHeap(int capacity).
- 3. An insert function which takes as argument a key value pair. It then inserts the key value pair into the heap array such that, the resultant heap tree is a complete binary tree and it follows minheapordering. If totalItems==capacity, then double the capacity of heap array and insert the keyvaluepair. There must not be any memory leaks. void insert(k key, v value)
- 4. A function is Empty which returns true if the heap has no element. bool is Empty() const 11. A destructor

Practice Que	estions for heap—
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- 5. Determine if the array is a binary heap or not.
- 6. Increase key (p,m) increases the value of key at index p by m6. Decrease Key(p,m) decreases the value of key at index p in the array by m7. Convert Min heap to max heap
- 7.. A getMin function which assigns the value of that HeapItem, whose key is minimum, to the parameter passed by reference. It does not delete that HeapIte from the heap. Useassert(totalItems>0) to throw an error if the heap is empty. void getMin(v& value)
  - 8. A deleteMin function which deletes the HeapItem which has the minimum key. The Heap Must Remain a complete binary tree and it must follow min heap ordering after deleteMinis called. User assert(totalItems>0) to throw an error if the heap is empty. void deleteMin()
  - 9. Implement the heap sort function

# **Question 3: Run the following main program**

```
int main()
{
    MinHeap<int, Student> stdHeap;
    buildStudentHeap("students.txt", stdHeap);

    while (!stdHeap.isEmpty())
    {
        Student s;
        stdHeap.getMin(s);
        cout << s <<endl<<endl;
        stdHeap.deleteMin();
    }

    system("pause");
}</pre>
```