

# buildHeap

1. Sort the array – it's a heap!

2.

```
1 template <class T>
2 void Heap<T>::buildHeap() {
3     for (unsigned i = 2; i <= size_; i++) {
4         heapifyUp(i);
5     }
6 }
```

3.

```
1 template <class T>
2 void Heap<T>::buildHeap() {
3     for (unsigned i = parent(size); i > 0; i--) {
4         heapifyDown(i);
5     }
6 }
```

