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- Answex -		
Code:		1
Coqc		<del></del>
#include <stdio.h></stdio.h>		
#include < oldlib.h>		
		T
int H[50];		
int size = -1;		
int paxent (inti)		
{ return (2-1)/2;}		1
unid up shirt (inti)		ļ,
void up_shift (inti) { while (2>0 && H [passent (i)] < H[i])	)	
{ int kmp = H[i];		(1)
H[i] = H[pasent(i)];		(
H[i] = H[pasent(i)]; H[pasent(i)] = temp; i = pasent(i);		<u> </u>
i = pasent (i);		
3 '		<del></del>
int Ichild (inti)		
{ return ([2*i)+1);}		1
int schild (int i)		
{ return ((2+2) +2); }		Д
		1

```
void domnahipt (inti)
{ int maxIndex = i;
 int l = lchild(i);
if (ic=pige ff H(l)>H(max Index))
  1 maxIndex = l; }
int x = xchild (i);
 if (&<=size of H[x]>H[maxIndex])
  { max Index = x; }
if (i!= maxIndex)
{ int kmp=H[i];
  H[i] = H[maxIndex];
  H[maxIndex] = temp;
downshift (maxIndex);
void insext (int p)
  { size = size + 1;
   H[size] = p;
  upshift (size);
int max-extract() {
 int result = HCO];
  H[0]= H[size];
 Size = Size-1;
 downshift (0):
  setuan segult;
```

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Void painaity change (int i, int p)

{ int oldp = H(i);
 H(i)= p;
if (p>oldp)
{ up-shift (i);}
  {downshift (i);}
int getMax(){
      detuan H[O];
void priority frmore (inti) {
   H(i) = get Max() +1;
   up-shift(i);
   max exhaut ();
int main ()
int N=0;
int val, rem;
points ("Entex number of element to insent: \n");
 { scanf (" ".d" & val);
```

```
pointy ("Porioxity Queue:");
while (i <= sije)
  { printy (" >,d", H(i));
 psint ("/n").
        Max" poissity node: V.d", max_extract());
 printy (" Extracting maxm: ");
 while (1 & size)
     printy ("Xd/L", H(j));
 priority change (100, 12),
 point ("Posiosity queue after posiosity change:"); while (K<= Size)
        printy ("Xd1+", H(K]);
pointy ("Enter priority to remove: ");
sanf ("1.d", 4 xem);
priority Remove (dem);
      I Priority Dueue after semony the element: \n");
while (( <= size)
   { psintz("xd1+", H[l]);
setum O:
```

Sample Input Output Ages Execution:
Enter number of element to insent:
5 4 6
Posiozity Queue: 6 4 5
Psiosity Queue: 6 4 5 Maximum Psiosity Node: 6 Extracting Maximum: 5 4 Psiosity Queue after psiosity change: 12 4 Entex psiosity to remove: 4 Psiosity Queue after removing element: 12
Entex pribaity to remove: 4
Posiosity Queue after removing element: 12