* **Heap**

//procedura za ubacivanje elemenata u heap

procedure ubaci(x:longint);

var s,f:longint;

begin

inc(heapsize);

s:=heapsize; f:=s div 2;

while (s>1) and (a[heap[f]]>a[x]) do

begin

heap[s]:=heap[f];

s:=f;

f:=s div 2;

end;

heap[s]:=x;

end;

//procedura za izbacivanje elemenata iz heap-a

procedure izbaci;

var h,s,f:longint;

begin

heap[1]:=heap[heapsize];

h:=heap[1]; f:=1;

while (2\*f<heapsize) do

begin

if a[heap[f\*2]]>a[heap[2\*f+1]] then s:=2\*f+1 else s:=2\*f;

if a[heap[s]]<a[h] then

begin

heap[f]:=heap[s];

f:=s;

end else break;

end;

heap[f]:=h;

dec(heapsize);

end;