

Skill Problem B: Heap with Deletion

The primary (public) operations on an ordinary (min) heap are `insertItem` and `removeMin`. For this problem, you must create an enhanced heap that also supports deletion of elements (by key) in the heap. The enhanced heap should support `insertItem` and `removeMin`, with the same functionality as in an ordinary heap but should now support `deleteItem` as well. (The operation `deleteItem(Object k)` will delete the first node in the heap that stores the key `k` – if there are several nodes that have `k` as a key, only one will be deleted.) All operations on the enhanced heap must have $O(\log n)$ running time. For your enhanced heap, it will be useful to make use of a hashtable to keep track of keys and the nodes they are stored in. In the code shell provided, a hashtable is provided as an instance variable. This problem is worth 9 points. For full credit you must do both parts of the problem, described below – each part is worth 4.5 points.

1. [4.5 points] In the Skill Problems folder, you will see a Java file `Heap.java`. This file is a shell for the heap implementation you need to do. The expected implementation of the `insertItem` and `removeMin` methods is the implementation of these operations discussed in class (and also in the text for the course). You will need to do a bit more work in each of these operations to keep the hashtable that you are using up to date.

The file `Heap.java` contains a nested class `BtreePrinter` which is designed to give a visual representation (in the console) of your heap. To use it, call the `printAsDiagram` method that is provided. This will help you test your code.

Include in a separate file unit tests that test the operations `insertItem`, `removeMin`, and `deleteItem`. Your tests should provide convincing evidence that your heap is working properly.

2. [4.5 points] In a separate document, explain in English how your implementation of `deleteItem` works. Also, you must explain clearly why:
 - a. `deleteItem` runs in $O(\log n)$
 - b. `insertItem` and `removeMin` still run in $O(\log n)$ even though they will now be maintaining the hashtable

What to turn in:

- Your implementation of `Heap.java`, along with unit test code
- A document that addresses the points raised in part 2.