

Check Max Heap in C++

```
#include <iostream>
#include <vector>
using namespace std;

class Solution {
public:
    static bool checkMaxHeap(vector<int>& arr) {
        for (int i = 0; i < arr.size(); i++) {
            int pIndex = i;
            int lIndex = 2 * i + 1;
            int rIndex = 2 * i + 2;

            if (lIndex < arr.size() && arr[pIndex] <
arr[lIndex]) {
                return false;
            }

            if (rIndex < arr.size() && arr[pIndex] <
arr[rIndex]) {
                return false;
            }
        }
        return true;
    }
};

int main() {
    // Example input
    vector<int> arr = {42, 20, 18, 6, 14, 11, 9, 4};

    // Call the static method checkMaxHeap from
    Solution class
    bool result = Solution::checkMaxHeap(arr);

    // Print the result
    cout << boolalpha << result << endl;

    return 0;
}
```

Dry Run for Input: {42, 20, 18, 6, 14, 11, 9, 4}

| Index (i) | Parent (arr[i]) | Left Child Index (2i+1) | Left Value | Right Child Index (2i+2) | Right Value | Valid? |
|--------------|--------------------|----------------------------------|---------------|-----------------------------------|----------------|--------|
| 0 | 42 | 1 | 20 | 2 | 18 | ✓ |
| 1 | 20 | 3 | 6 | 4 | 14 | ✓ |
| 2 | 18 | 5 | 11 | 6 | 9 | ✓ |
| 3 | 6 | 7 | 4 | 8 (invalid) | — | ✓ |
| 4 to 7 | Leaf nodes | No children | — | — | — | ✓ |

All parent nodes are greater than their children → ✓
Valid Max Heap

📦 Output:

true

true