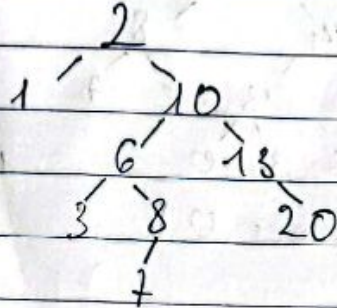


Bài 2:

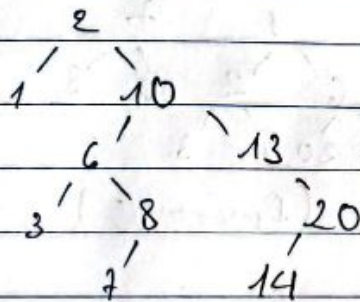
List of integer number: 2, 1, 10, 6, 3, 8, 7, 13, 20

- Binary search tree:

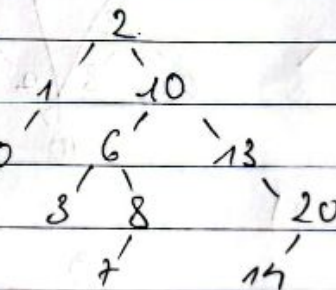


- Insert 14, 0, 35:

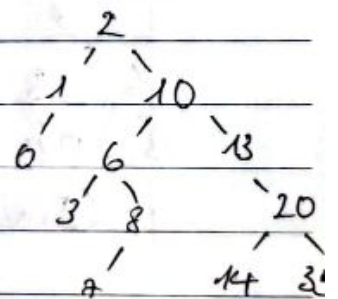
+ Insert 14:



+ Insert 0:

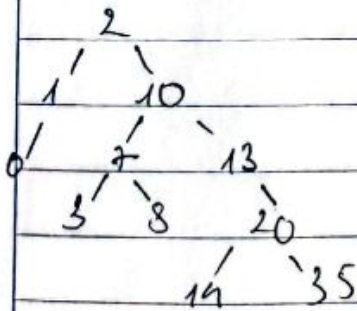


+ Insert 35:

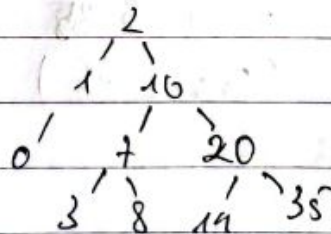


- Delete 6, 13, 35:

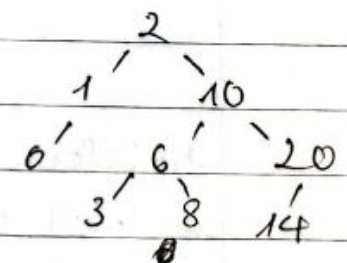
+ Delete 6:



+ Delete 13:



+ Delete 35:

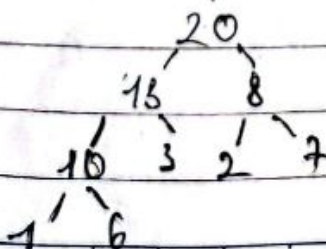


Bài 3:

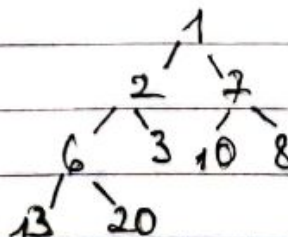
List of integer number: 2, 1, 10, 6, 3, 8, 7, 13, 20

- Heap re

+ Max heap:

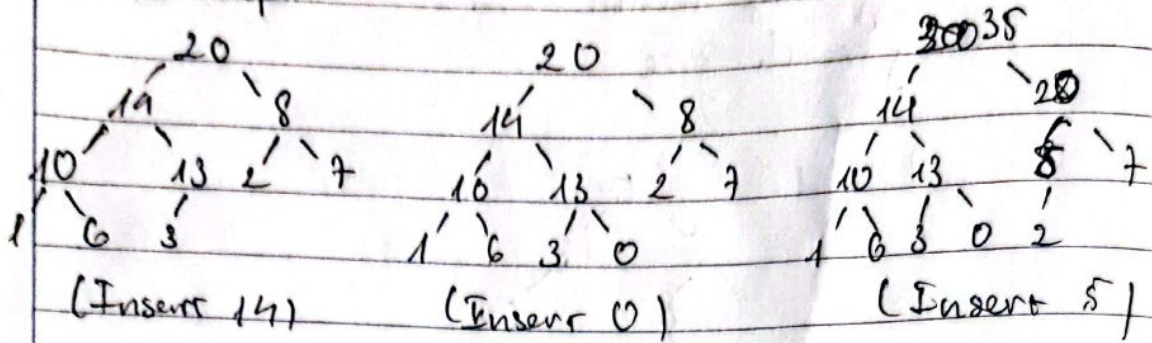


+ Min heap:

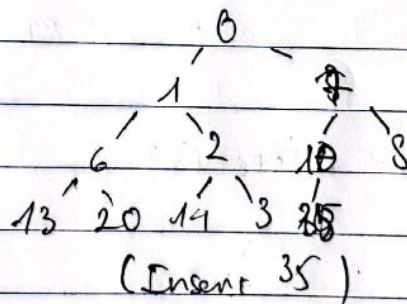
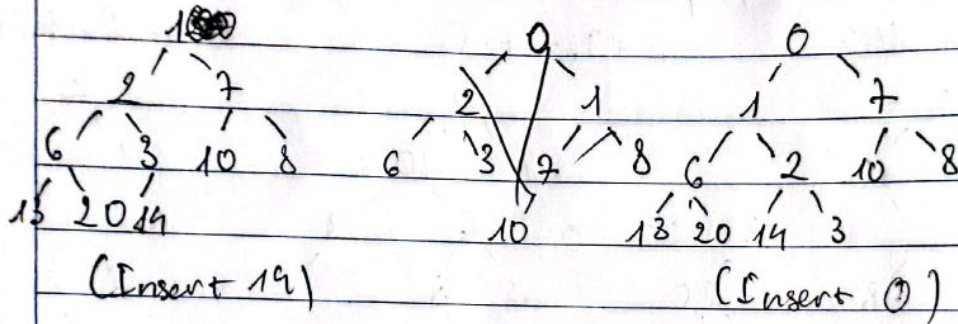


- Insert 14, 0, 35:

+ Max heap:

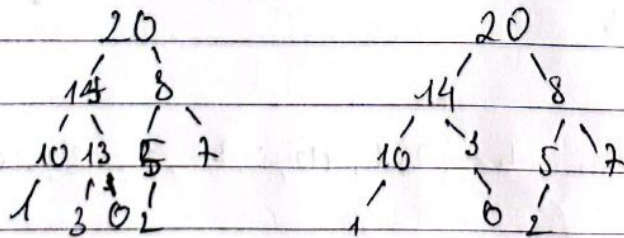


+ Min heap



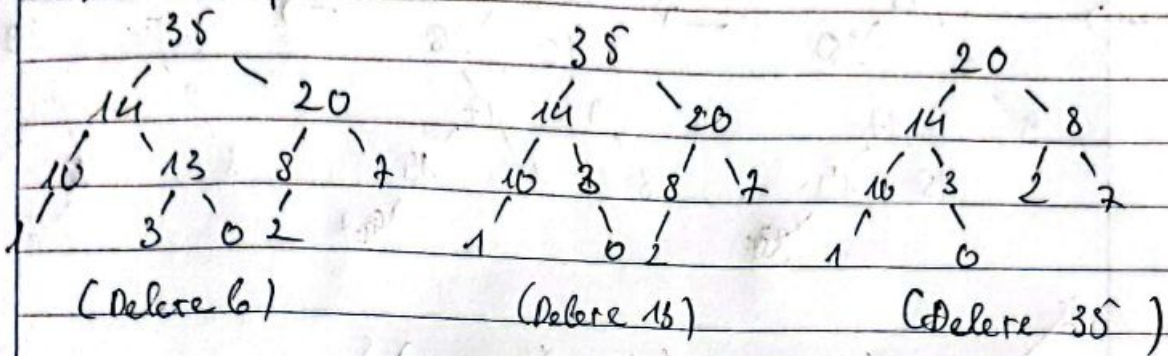
- Delete 6, 13, 35:

+ Max heap

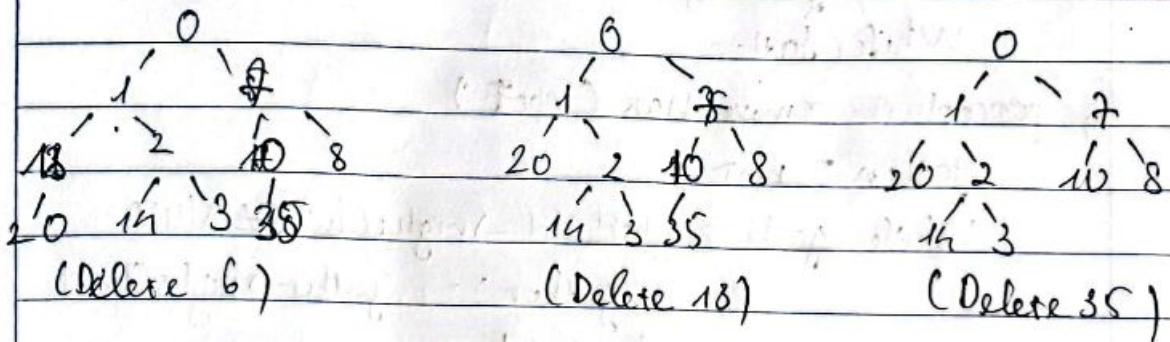


- Delete 6, 13, 35:

+ Max heap:

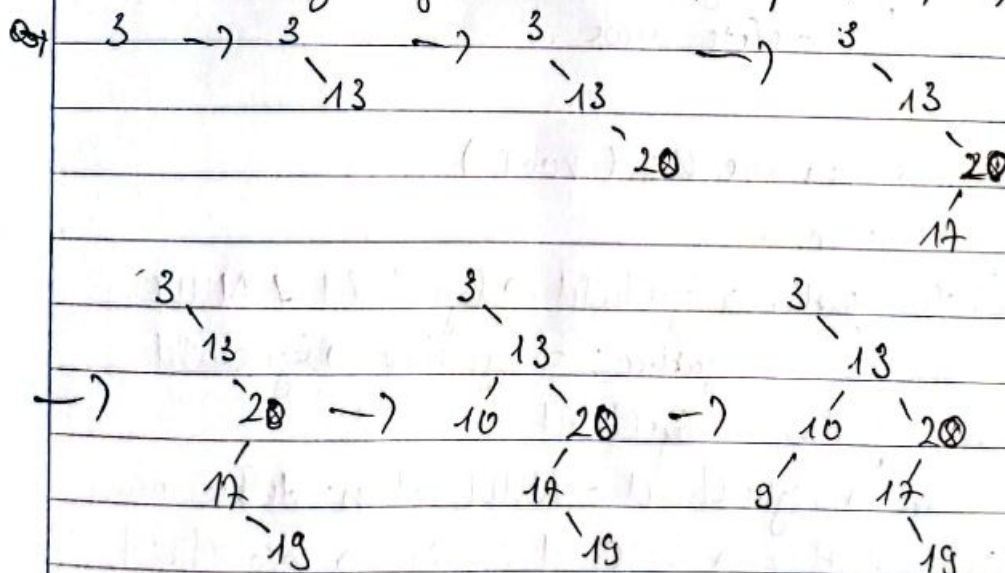


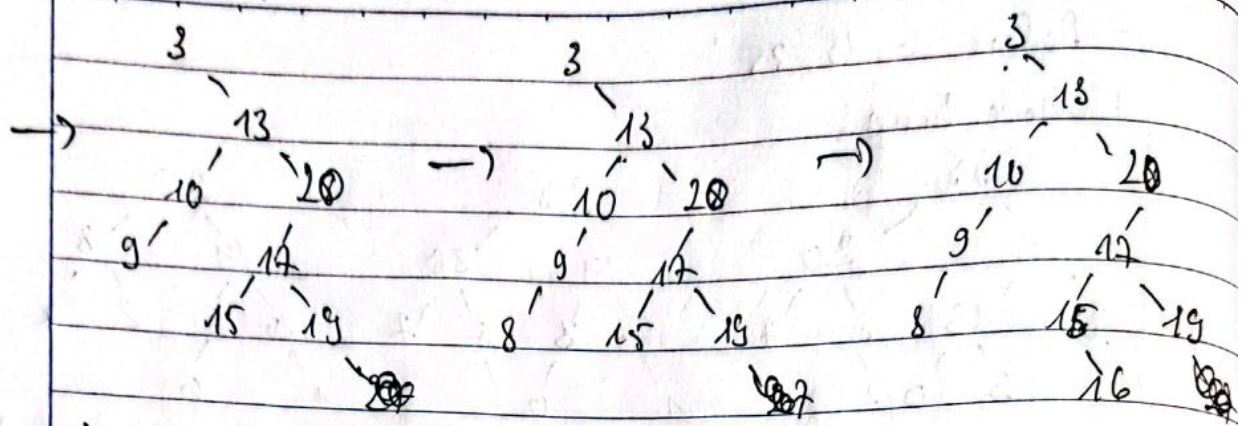
+ Min heap:



Bài 4:

List of Integer number: 3, 13, 20, 17, 19, 10, 9, ¹⁵~~27~~, 8, 16





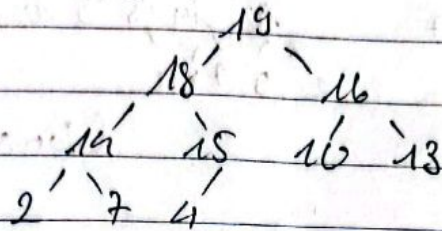
~~void DeleteMax (Node * root) {
Node * father Of Deleted Node = root ;
While (father~~

f, procedure removeMax (root)
father = root
While father -> rightChild -> rightChild != NULL
father := father -> rightChild
max = father -> rightChild
if max -> leftChild = NULL then delete max
else father -> rightChild = max -> leftChild
delete max

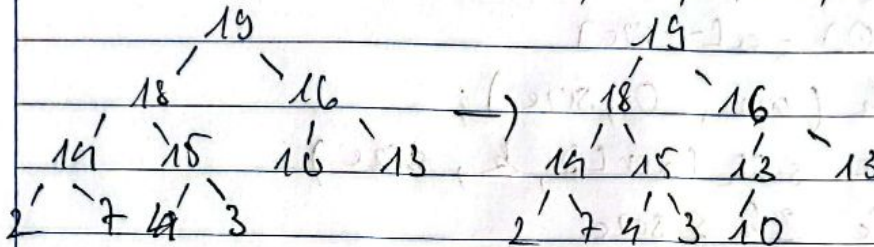
f, procedure removeMin (root)
father = root
While father -> leftChild -> leftChild != NULL
father := father -> leftChild
min = father -> leftChild
if min -> rightChild = NULL then delete min
else father -> leftChild = min -> rightChild
delete min

Bài 5:

List of integer numbers: 16, 2, 10, 7, 4, 13, 19, 14, 18, 15
- Heap tree from S2:

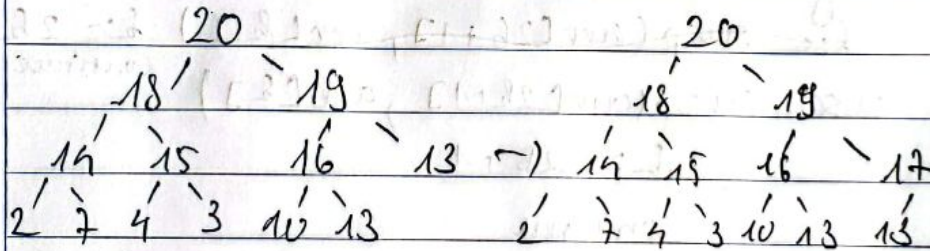


- S1: 3, 13, 20, 17, 19, 10, 9, 15, 8, 16



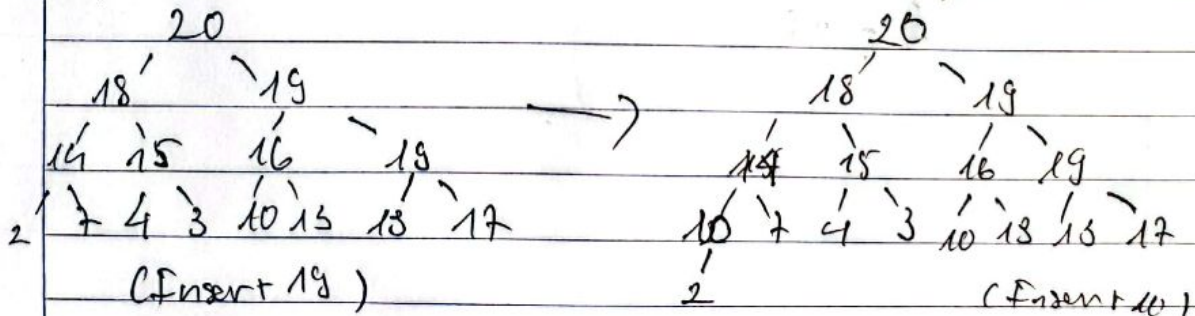
(Insert 3)

(Insert 13)



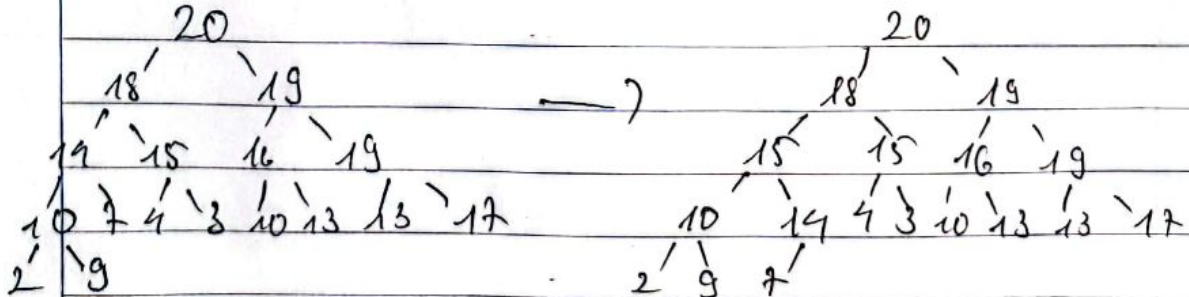
(Insert 20)

(Insert 17)



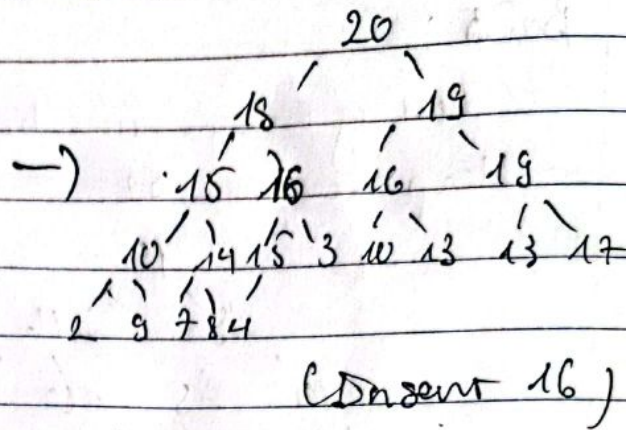
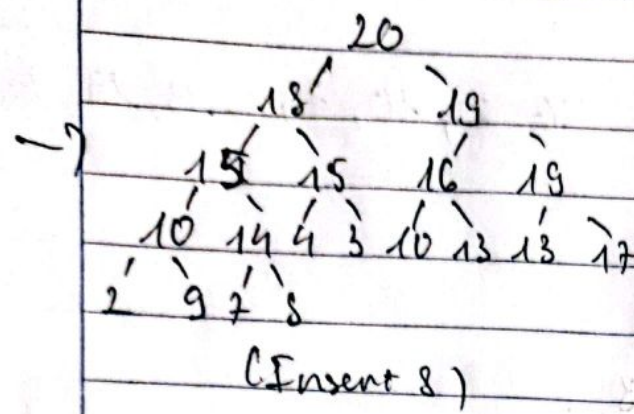
(Insert 19)

(Insert 10)



(Insert 9)

(Insert 15)



```

- procedure RemoveMax( arr[], size )
  a[0] = a[size-1]
  Sink( arr, 0, size )
  procedure sink( arr[], k, size )
    while 2k < size
      if arr[2k] > arr[2k+1] then swap(arr[k], arr[2k])
      else swap(arr[2k+1], arr[k]) k := 2k
      else swap(arr[2k+1], arr[k]) continue
      k := 2k + 1
    continue
  swap( arr[k], arr[2k] )
  k := 2k
  
```