

```
#include <iostream>
```

```
#include<fstream>
```

```
#include<string>
```

```
using namespace std;
```

```
struct RecType
```

```
{
```

```
    int priority;
```

```
    string name;
```

```
};
```

```
///Using a class
```

```
class pqe
```

```
{
```

```
public:
```

```
    ///1st group of public variables used for the functions in the private
```

```
    RecType x[100];
```

```
    int lastIndex;
```

```
    RecType userInput;
```

```
private:
```

```
    ///modified and updated version of the record heap array
```

```
    void maxreheapifyUpward(RecType x[], int lastIndex)
```

```
{
```

```
    int parentIndex;
```

```
    int childIndex = lastIndex;
```

```
    while (childIndex > 0)
```

```
{
```

```
    parentIndex = childIndex / 2;
```

```
    if (x[childIndex].priority <= x[parentIndex].priority)
```

```
        break;
    else
    {
        ///swap values at child and at parent.
        swap(x, parentIndex, childIndex);

        ///Update child to parent
        childIndex = parentIndex;
    }
}

}

}

///same as the above
void maxreheapifyDownward(RecType x[], int lastIndex)
{
    int parentIndex = 0;
    int largeChildIndex;

    ///cout << "hi maxreheapifyDownward" << endl;

    ///while the parent index is still less than the last index
    while (parentIndex < lastIndex)
    {
        ///find the largest index
        largeChildIndex = findLargeChildIndex(parentIndex, lastIndex);

        if (largeChildIndex < 0 || x[largeChildIndex].priority <= x[parentIndex].priority)
            break;
        else
        {
            ///swap value at parentIndex with value at largeChildIndex
            swap(x, parentIndex, largeChildIndex);

            ///and update the parentIndex
            parentIndex = largeChildIndex;
        }
    }
}
```

```
    }  
}  
  
int findLargeChildIndex(int parentIndex, int lastIndex)  
{  
    int lChildIndex = (2 * parentIndex) + 1;  
    int rChildIndex = (2 * parentIndex) + 2;  
  
    ///if both children exist  
    if (rChildIndex <= lastIndex && lChildIndex <= lastIndex)  
    {  
        ///compare the values of the right and left child  
        ///and return the index where the value is smaller  
        if (x[rChildIndex].priority > x[lChildIndex].priority)  
            return rChildIndex;  
        else  
            return lChildIndex;  
    }  
    ///if only the left child exists  
    else if (lChildIndex <= lastIndex)  
    {  
        return lChildIndex;  
    }  
    ///when none of them exists  
    else  
    {  
        return -1;  
    }  
}
```

public:

```
///2nd half of the public variables and functions
///seperated as it needs the first 2 variables in the first public and private
///to bee declared first

pque()
{
    ///set the last index to -1 (end)
    lastIndex = -1;
}

///enqueue function
void penque (int p, string n)
{
    lastIndex++;
    x[lastIndex].priority = p;
    x[lastIndex].name = n;
    maxreheapifyUpward(x,lastIndex);
}

///deque function
RecType pdeque()
{
    RecType returnValue = x[0];
    x[0] = x[lastIndex];
    lastIndex--;
    maxreheapifyDownward(x, lastIndex);
    return returnValue;
}

///swap function
void swap(RecType x[], int parentIndex, int childIndex)
```

```
{
    RecType t;
    t = x[parentIndex];
    x[parentIndex] = x[childIndex];
    x[childIndex] = t;
}

///function to check if it is empty
bool isEmpty()
{
    if (lastIndex < 0)
        return true;
    else
        return false;
}
};

///driver funnction from the assignment
int main()
{
    pque recordList;
    while (recordList.userInput.priority >= 0)
    {
        cout << "input number" << endl;
        cin >> recordList.userInput.priority;
        if (recordList.userInput.priority == -1)
        {
            break;
        }
        cout << "input name" << endl;
        cin >> recordList.userInput.name;
```

```
        recordList.penqueue(recordList.userInput.priority, recordList.userInput.name);
    }

    while (!recordList.isEmpty())
    {
        recordList.userInput = recordList.pdequeue();
        cout << recordList.userInput.priority << " " << recordList.userInput.name << endl;
    }
    return 0;
}
```

```
"C:\Users\Ax\\Desktop\DVC projects\fall 2020\comsci 210\Assign 9\Assign8.exe"
input number
3
input name
jim
input number
2
input name
judy
input number
7
input name
jill
input number
1
input name
jimmy
input number
10
input name
joe
input number
4
input name
jacob
input number
8
input name
joseph
input number
9
input name
josephine
input number
5
input name
jackie
input number
6
input name
john
input number
-1
10 joe
9 josephine
8 joseph
7 jill
6 john
5 jackie
4 jacob
3 jim
2 judy
1 jimmy

Process returned 0 (0x0)   execution time : 81.067 s
Press any key to continue.
```