## Objective(s):

- a. To understand heap insertion and removal mechanism.
- b. To understand the relationship between heap and priority queue.

**Task 1:** Create directory named pack8\_Trees with package code inside. Study MyMinHeap's insert(int d) and remove() methods. Test L8 PQ Main's demo1().

```
import code.*;
public class L8 PQ Main {
  static ArrayList<Integer> least3;
  public static void main(String[] args) {
    println("-demo1---");
    demol();
    // println("-demo2---");
    // demo2();
  static void demo1() {
    least3 = new ArrayList<>();
    MyMinHeap heap = new MyMinHeap();
    heap.insert(11); heap.insert(15);
    heap.insert(16);
                        heap.insert(13);
    heap.insert(17); heap.insert(18);
    println("heap strucutre is " + heap);
    least3.add(heap.remove());
    least3.add(heap.remove());
    least3.add(heap.remove());
    println("least 3 value is " + least3);
  static void demo2() {
    least3 = new ArrayList<>();
    MyPriorityQueue pq = new MyPriorityQueue();
    pq.enqueue(11); pq.enqueue(15);
pq.enqueue(16); pq.enqueue(13);
pq.enqueue(17); pq.enqueue(18);
    pq.enqueue(19); // <-- isFull() is true ... discard
    println("pq structure is " + pq);
    least3.add(heap.remove());
    least3.add(heap.remove());
    least3.add(heap.remove());
    println("least 3 value is " + least3);
}
```

**Task 2:** Given an abstract class MyQueueInterface.java, implement MyPriorityQueue.java from MyMinHeap's capabilities.

Note that MyMinHeap's implementation is rudimentary because it does not check whether the heap is full or empty when insert

```
package code;

public interface MyQueueInterface {
    public void enqueue(int d); mp
    public int dequeue();
    public int front();
    public boolean isFull();
    public boolean isEmpty();
}
```

or remove. Make sure that your enqueue() and dequeue() do not have such mistakes.

Task 3: draw / write the heap snapshot during each dequeue() was performed.

