



Congratulations! You passed!

TO PASS 80% or higher

Keep Learning

GRADE
100%

Week 4 Challenge

LATEST SUBMISSION GRADE

100%

1. Implement `downHeap(Node *n)` for a min heap implemented as an ordinary binary tree with an integer member variable "value" and left and right child pointers. Unlike the video lesson which implemented `downHeap` on an array implementation of a complete binary tree, the binary tree in this challenge problem is not stored as an array and is not necessarily complete; any node might have only a left child, only a right child, both, or neither.

5 / 5 points

The starter code below defines a class called "Node" that has two child pointers ("left", "right") and an integer "value" member variable. There is also a constructor `Node(int val)` that initializes the children to `nullptr` and the node's value to `val`.

Your job is to implement the procedure "`downHeap(Node *n)`". The procedure should assume that `n->left` is the root of a min heap subtree (or `nullptr`) and the same for `n->right`. The value at `Node *n` (specifically `n->value`) might not be less than the values in its left subtree and in its right subtree, and so the tree with `Node *n` as its root might not be a min heap (even though its left subtree and right subtree are both min heaps). Your code should modify the tree rooted at `Node *n` so it is a min heap. You do not need to balance the tree or turn it into a complete tree. You only need to ensure that the tree satisfies the min heap property:

For a min heap, it is okay for a node's value to be *equal* to one or both of its children, but the node's value must not be *greater* than either of its children.



Correct

Correct!

Original root value: 777

Your `downHeap` result:

[[Note] As a temporary fix for properly reporting the unit test's tree in the server output here, each newline will begin with a "#" symbol, which you can replace with a line break in your text editor for viewing. Padding spaces are shown as "." instead. Thanks for your patience! We'll improve this output soon.]

```
##8
#|
#|_ 17
#|..|
#|..|_ [null]
#|..|
#|..|_ 21
#|....|
#|....|_ 32
#|....|..|
#|....|..|_ [null]
#|....|..|_ 777
#|....|....|
#|....|....|_ [null]
#|....|....|
#|....|....|_ [null]
#|....|
#|....|_ 23
#|.....|
#|.....|_ 27
#|.....|..|
#|.....|..|_ [null]
#|.....|..|
#|.....|..|_ [null]
#|.....|
#|.....|_ 31
#|.....|
#|.....|_ [null]
#|.....|
#|.....|_ [null]
#|
#|_ 16
#...|
#...|_ [null]
#...|
#...|_ 28
#.....|
#.....|_ [null]
#.....|
#.....|_ 37
#.....|
```

```
#.....|_43
#.....|..|
#.....|..|_ [null]
#.....|..|
#.....|..|_ [null]
#.....|
#.....|_49
#.....|
#.....|_ [null]
#.....|
#.....|_ [null]
```