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B.Sc. 1.T

20051110

```
#include <stdio.h>
unsigned int Heap[10000], Index[10000], Position[10000], Size = 0;
unsigned int Temp[10000], Temp1[10000];
unsigned int Arr_Time[10000], Cook_Time[10000], num;
void merge(int low, int mid, int high)
{
    int i = low, j = mid + 1, k = 0;
    while (i <= mid && j <= high)
    {
        if (Arr_Time[i] < Arr_Time [j])
        {
            Temp[k] = Arr_Time[i];
            Temp1[k] = Cook_Time[i];
            i++;
            k++;
        }
        else
        {
            Temp[k] = Arr_Time[j];
            Temp1[k] = Cook_Time[j];
            j++;
            k++;
        }
    }
    if (i <= mid)
    {
        int I i
```

```
for (I = i; I < mid; I++)
{ Temp[K] = Arr_Time[I]; Temp[K] = cook_Time[
I]; K++; }
}
```

```
else if (j < High)
{
```

```
in I;
for (I = j; I < High; I++)
{ Temp[K] = Arr_Time[I]; Temp[K] = cook_Time[I]; K++; }
}
```

K = 0;

```
for (i = low; i < high; i++)
```

```
Arr_Time[i] = Temp[K];
cook_Time[i] = Temp[K];
K++;
```

```
void divide ("in low, int high")
{
```

```
if (low < high)
{
```

```
int mid = (low + high) / 2;
```

```
divide (low, mid);
```

```
divide (mid + 1, high);
```

```
merge (low, mid, high);
```



```
void insert (int node, unsigned int value)
{
```

```
    int S;
```

```
    if (Position [node] == 0)
    {
```

```
        Heap [++Size] = value;
```

```
        Index [Size] = Node;
```

```
        Position [Node] = Size;
```

```
        S = Size;
```

```
    }
```

```
    else
```

```
    {
```

```
        Heap [Position [Node]] = value;
```

```
        S = Position [Node];
```

```
    }
```

```
    while (S != 1)
    {
```

```
        if (Heap [S/2] > Heap [S])
        {
```

```
            int t = Heap [S/2];
```

```
            Heap [S/2] = Heap [S];
```

```
            Heap [S] = t;
```

```
            t = Index [S/2];
```

```
            Index [S/2] = Index [S];
```

```
            Index [S] = t;
```

```
            Position [Index [S/2]] = S/2;
```

```
            Position [Index [S]] = S;
```

```
    }
```

else  
break ;  
S = S/2 ;

int &start = arr[i]

int N = arr[1] ;

int S = 1 ;

// print ("Y.d\n", heap[i]) ;

position[N] = -1 ;

index[i] = index[S] ;

position[index[S]] = i ;

heap[i] = heap[S] ;

while (1)

int T ;

if (heap[S\*2] < heap[S] && S\*2 <= size || heap[S\*2+1] < heap[S] && S\*2+1 <= size)

if (heap[S\*2] < heap[S\*2+1])

else  
T = S\*2+1 ;

```
int t = Heap [T];
Heap [T] = Heap [S];
Heap [S] = t;
```

```
t = Index [T];
Index [T] = Index [S];
Index [S] = t;
```

```
Position [Index [T]] = T;
Position [Index [S]] = S;
```

else

```
break;
```

```
S = T;
```

return N;

void init (int N)

```
{ int i;
```

```
for (i = 1; i <= N; i++)
```

```
{
```

```
Position [i] = 0;
```

```
Index [i] = 0;
```

```
Heap [i] = 1000000000;
```

```
}
```

```
Size = N;
```

```
}
```

```
Size = N
```

```
}
```



Sunil

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```
int main () {
```

```
    int A, K, T, i = 1;
```

```
    long long wait_time = 0, Tinx = 0;
```

```
    scanf ("%d", &N);
```

```
    // int (N);
```

```
    scanf ("%d %d", &Ans_Time[i], &Cook_Time[i]);
```

```
    divide (0, Min - 1);
```

```
    for (i = N, i >= 1; i--)
```

```
        Ans_Time[i] = Ans_Time[i-1]
```

```
        Cook_Time[i] = Cook_Time[i-1];
```