

Algorithm 1: BubbleDown	
Input: Input	
Output: Output	
1	Procedure BubbleDown(A, i, n)
2	largest $\leftarrow i$
3	left $\leftarrow 2 * i + 1$
4	right $\leftarrow 2 * i + 2$
5	if $left < n \wedge A[largest] < A[left]$ then
6	swap $A[largest]$ and $A[left]$
7	if $right < n \wedge A[largest] < A[right]$ then
8	swap $A[largest]$ and $A[right]$
9	if $i \neq largest$ then
10	swap $A[largest]$ and $A[i]$
11	BubbleDown ($A, largest, n$)

Algorithm 2: BuildMaxHeap	
Input: Input	
Output: Output	
1	Procedure BuildMaxHeap(A)
2	for $i \leftarrow \lfloor \frac{n}{2} \rfloor$ to 0 do
3	BubbleDown (A, i, n)
4	end

Algorithm 3: HeapSort	
Input: Input	
Output: Output	
1	Procedure HeapSort(A)
2	BuildMaxHeap (A, n)
3	for $i \leftarrow n - 1$ to 0 do
4	swap $A[0]$ and $A[i]$
5	BubbleDown ($A, 0, i$)
6	end