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#include <stdio.h>
/* =====
 *                               File: hsort.c
 *                               Purpose: Demonstrate Heap Sort
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 * ===== */
void swap(int* i, int* j)
{
    int tmp = *i;
    *i = *j;
    *j = tmp;
}
/* ===== */
void heapify(int a[], int i, int n)
{
    int l = 2 * i;
    int r = 2 * i + 1;
    int max = i;
    if (l <= n && a[l] > a[max]) max = l;
    if (r <= n && a[r] > a[max]) max = r;
    if (max != i)
    {
        swap(&a[i], &a[max]);
        heapify(a, max, n);
    }
}
/* ===== */
void buildHeap(int a[], int n)
{
    int i = n / 2;
    for (i; i >= 1; i--) heapify(a, i, n);
}
/* ===== */
void heapsort(int a[], int n)
{
    buildHeap(a, n);
    int i = n;
    for (i; i >= 1; i--)
    {
        swap(&a[1], &a[i]);
        n = n - 1;
        heapify(a, 1, n);
    }
}
/* ===== */
int main(int argc, char** argv)
{
    int a[argc];
    int i = 1;
    for (i; i < argc; i++) {
        a[i] = atoi(argv[i]);
    }
    heapsort(a, argc - 1);
    for (i = 1; i < argc; i++) printf("%d ", a[i]);
    return 0;
}
```