void insert(Object o)

{

assert(!isFull());

size++;

newPos =

percolateUp(size,o);

Heap[newPos] = o;

}

int percolateUp(int hole, Object val)

{

while (hole > 1 &&

val < Heap[hole/2])

Heap[hole] = Heap[hole/2];

hole /= 2;

}

return hole;

}

Object deleteMin() {

assert(!isEmpty());

returnVal = Heap[1];

size--;

newPos =

percolateDown(1,

Heap[size+1]);

Heap[newPos] =

Heap[size + 1];

return returnVal;

}

int percolateDown(int hole,

Object val) {

while (2\*hole <= size) {

left = 2\*hole;

right = left + 1;

if (right ≤ size &&

Heap[right] < Heap[left])

target = right;

else

target = left;

if (Heap[target] < val) {

Heap[hole] = Heap[target];

hole = target;

}

else

break;

}

return hole;