

CSCE-42603
Advanced Data Structures

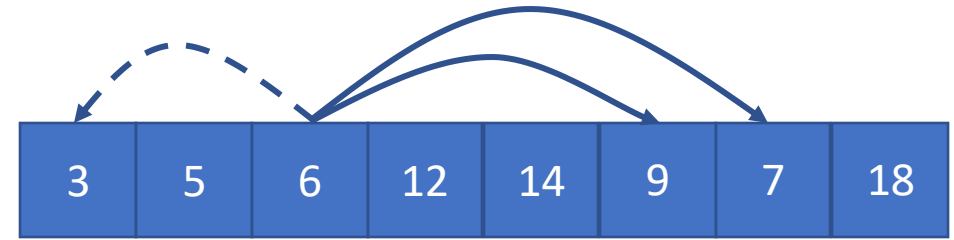
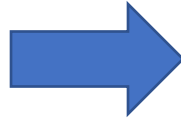
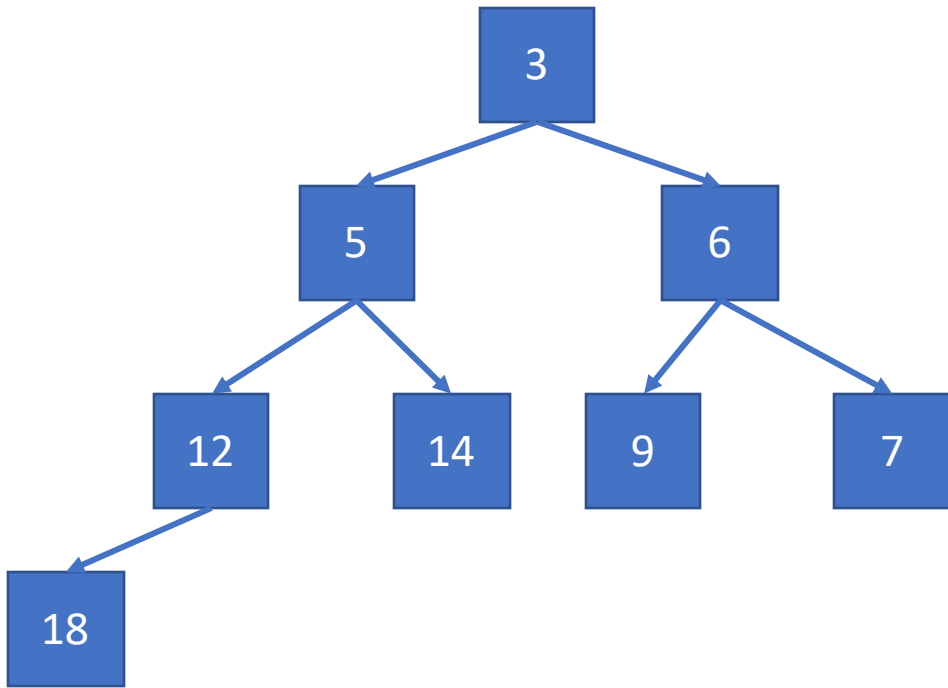
Homework Review Assignment 4

Fall 2025
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Disclaimer and Note

- The purpose of this review is to provide students with the approach to solving the homework, not giving the solution
- This review can be considered as suggestions/hints
- You are welcome to implement you own ideas as long as it is able to solve the homework correctly
- You can add/implement any addition functions if you think it is necessary

Heap Organization



1-based Index

$$\frac{i}{2}$$

i

i

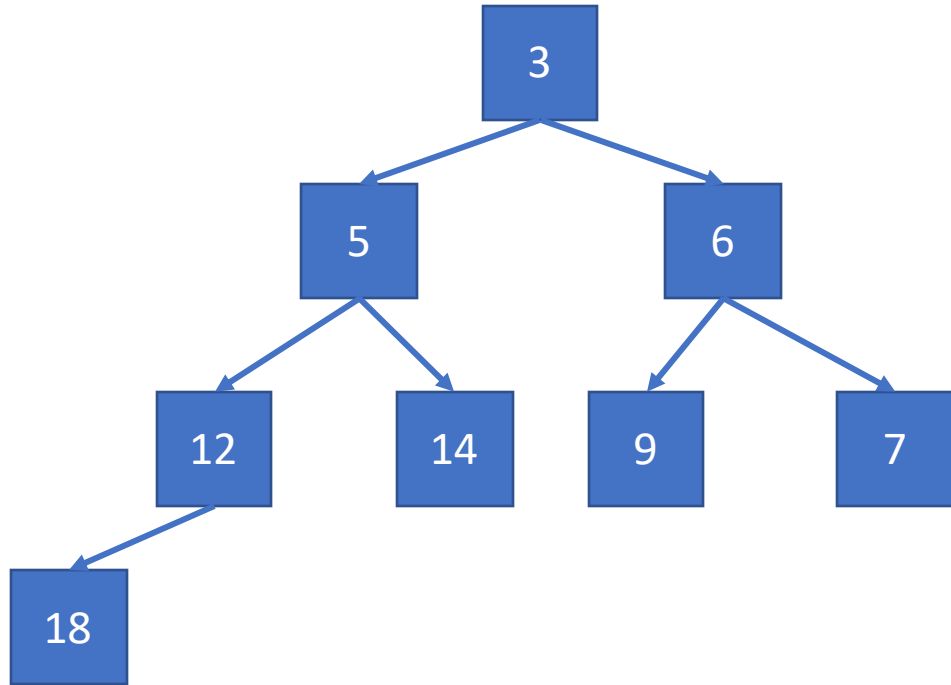
$2i$ $2i + 1$

0-based Index $\frac{i + 1}{2} - 1$

i

$2i + 1$ $2i + 2$

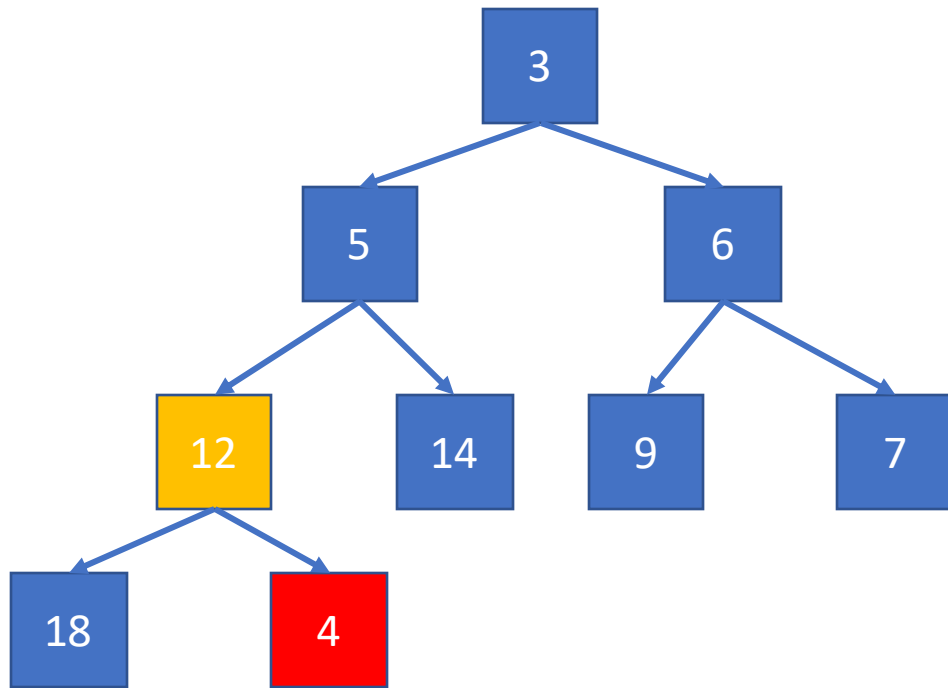
Top



- Simply return the top of the binary tree

```
Node MinHeap::top() {  
    return top of the heap  
}
```

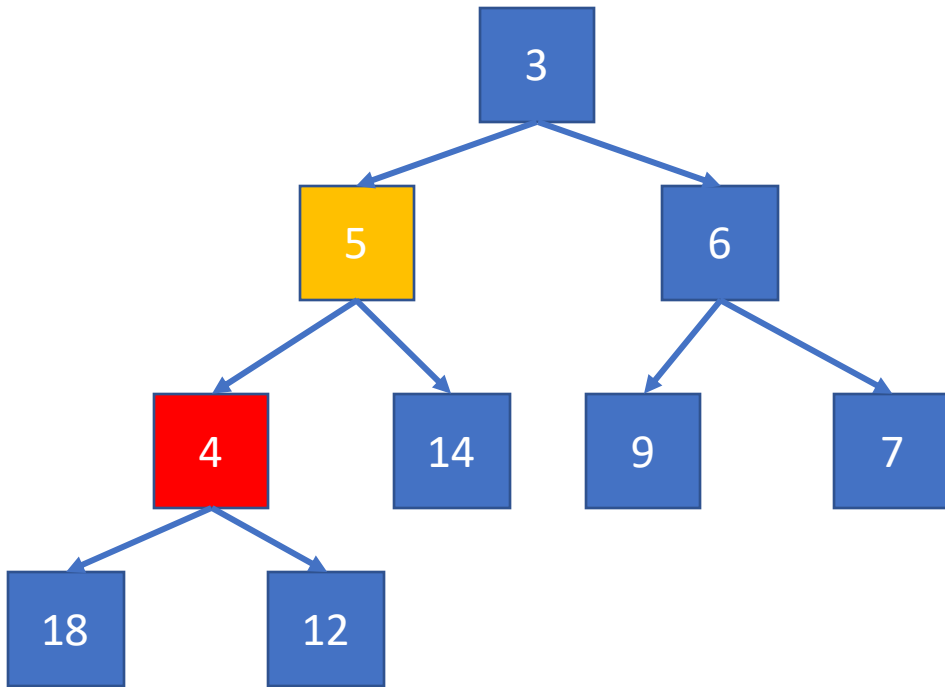
Push



```
void MinHeap::push(int key, int vertex) {  
    push the key and vertex of the end of heap  
    children index = size of heap - 1;
```

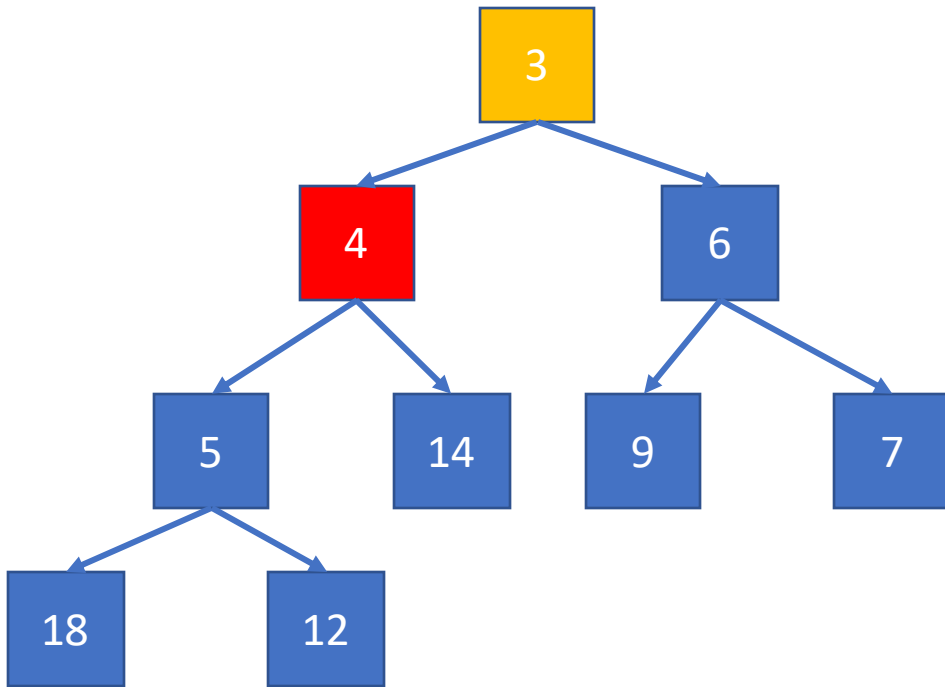
```
}
```

Push



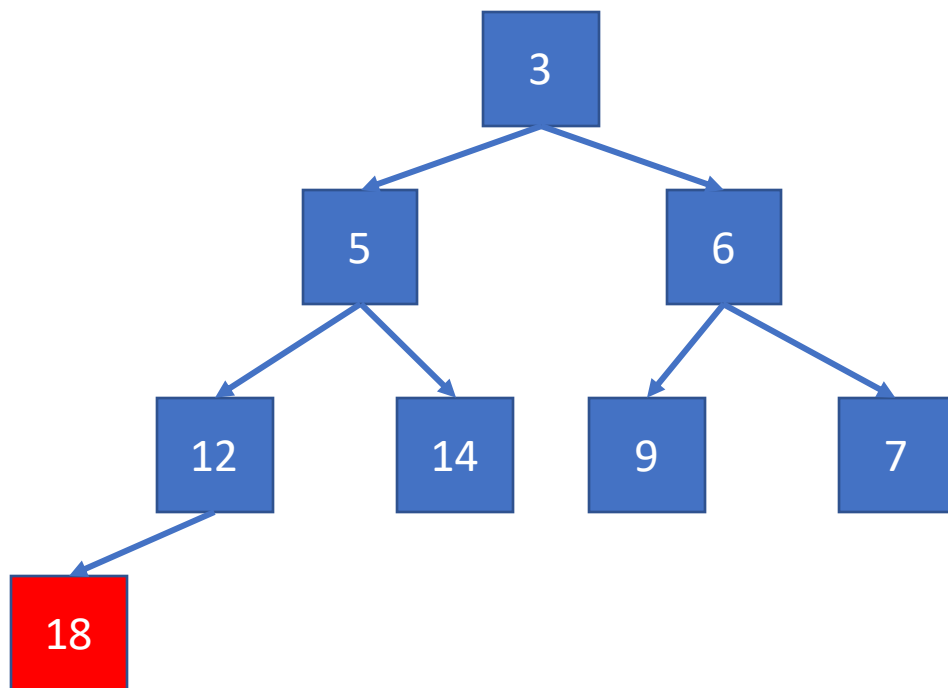
```
void MinHeap::push(int key, int vertex) {  
    push the key and vertex of the end of heap  
    children index = size of heap - 1;  
    while (index > 0) {  
  
    }  
}
```

Push



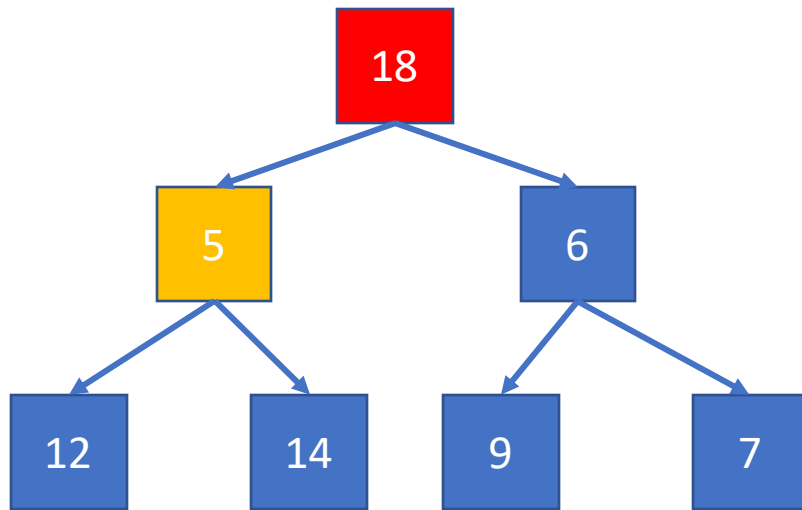
```
void MinHeap::push(int key, int vertex) {  
    push the key and vertex of the end of heap  
    children index = size of heap - 1;  
    while (index > 0) {  
        calculate parent index  
        if (children key < parent key) {  
            swap parent and children  
            children index = parent index;  
        } else  
            break;  
    }  
}
```

Pop



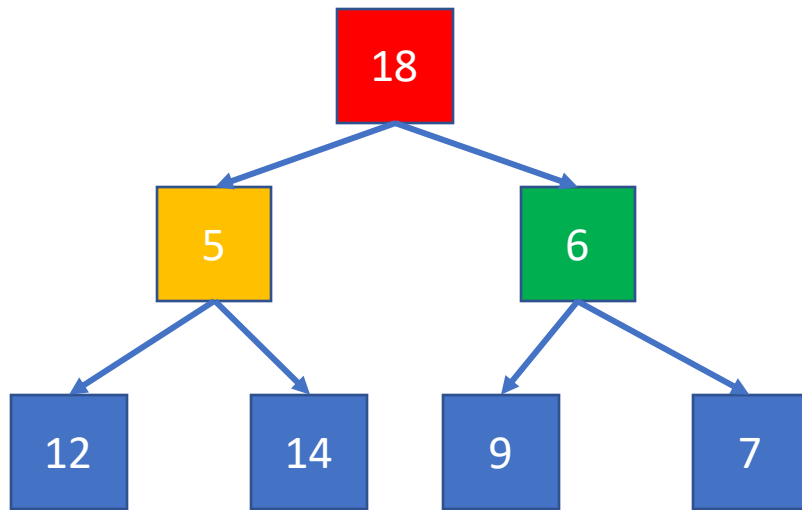
Pop

```
void MinHeap::pop() {  
    N = size of heap
```



```
}
```

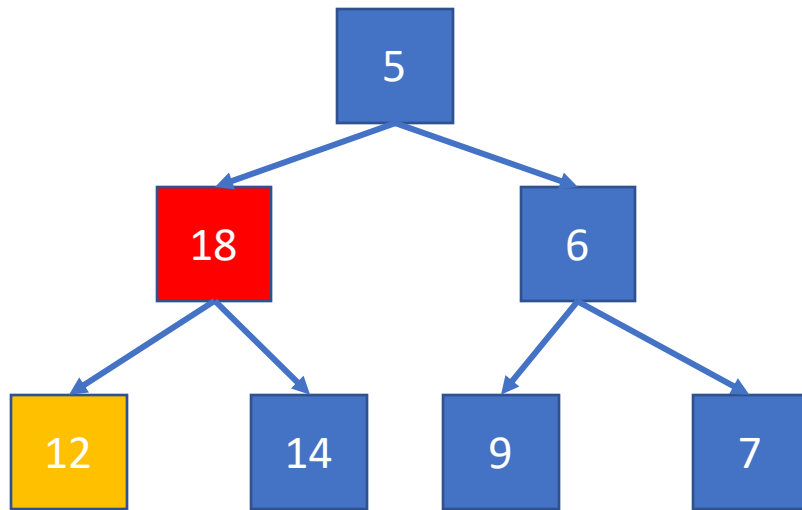
Pop



```
void MinHeap::pop() {  
    N = size of heap  
    swap top of heap and last of heap  
    N = N - 1;  
    remove the last element of heap  
    parent index = 0;
```

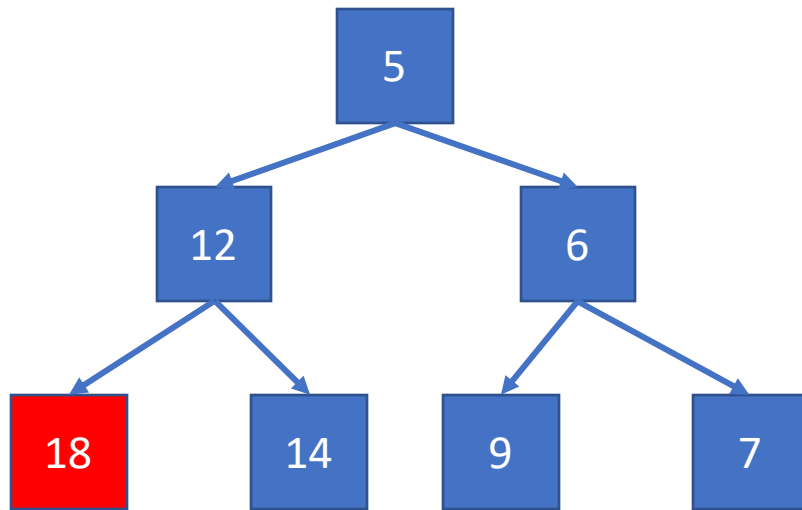
```
}
```

Pop



```
void MinHeap::pop() {  
    N = size of heap  
    swap top of heap and last of heap  
    N = N - 1;  
    remove the last element of heap  
    parent index = 0;  
    while (child index < N) {  
  
    }  
}
```

Pop



```
void MinHeap::pop() {  
    N = size of heap  
    swap top of heap and last of heap  
    N = N - 1;  
    remove the last element of heap  
    parent index = 0;  
    while (child index < N) {  
        current child = left child  
        if (left child key > right child key)  
            current child = right child  
        if (current children key < parent key) {  
            swap parent and current child  
            parent = current child;  
        } else  
            break;  
    }  
}
```

Demo