

Challenge 1: Using only loops and the methods on PriorityQueue, implement a sorting algorithm that has  $O(n \cdot \lg(n))$  performance.

```
void pqSort(int[] arr) {
    PriorityQueue<
        > pq = new PriorityQueue<>(Integer::compare);

}
```

## Challenge 2

- `poll()` removes and returns the max/min element from a PriorityQueue
- `peek()` returns (without removing) the max/min element from a PriorityQueue
- Using `Integer::compare` as the comparator for Java's default PQ makes a MIN heap

First, try describing what the code does in your own words. Consider adding a sequence of numbers and thinking about `pq1`, `pq2`!

```
class _____Tracker {
    PriorityQueue<Integer> pq1 = new PriorityQueue<>(Collections.reverseOrder(Integer::compare));
    PriorityQueue<Integer> pq2 = new PriorityQueue<>(Integer::compare);
    void add(int n) {
        if(pq2.size() == 0 && pq1.size() == 0) {
            pq2.add(n);
            return;
        }
        int current = get();
        if(n >= current) {
            pq2.add(n);
        }
        else {
            pq1.add(n);
        }
        int sizeDifference = pq2.size() - pq1.size();
        if(sizeDifference > 1) { pq1.add(pq2.poll()); }
        else if(sizeDifference < -1) { pq2.add(pq1.poll()); }
    }

    int get() {
        if(pq2.size() == pq1.size()) { return (pq2.peek() + pq1.peek()) / 2; }
        if(pq2.size() > pq1.size()) { return pq2.peek(); }
        else { return pq1.peek(); }
    }

    public String toString() {
        return "" + pq1 + " " + this.get() + " " + pq2;
    }
}
```

```

#include <stdio.h>
#include <stdlib.h>

typedef struct Point {
    int x, y;
} Point;
Point* make_point(int x, int y) {
    Point* p = calloc(1, sizeof(Point));
    p->x = x;
    p->y = y;
    return p;
}

int max(int n, int m) {
    int compare_result = n > m;
    printf("Compare result for %d > %d: %d\n",
        n, m, compare_result);
    if(compare_result) { return n; }
    else { return m; }
}

int between(float low, float n, float high) {
    return n > low && n < high;
}

int sum(int upto) {
    int result = 0;
    for(int i = 0; i < upto; i += 1) {
        result += i;
    }
    return result;
}

int sumarr(int* arr, int length) {
    int result = 0;
    for(int i = 0; i < length; i += 1) {
        result += arr[i];
    }
    return result;
}

int isLeftOf(Point* p1, Point* p2) {
    return p1->x < p2->x;
}

int main(int argc, char** args) {
    printf("Hello\n");
    printf("max(4, 5): %d\n", max(4, 5));
    printf("max(6, 5): %d\n", max(6, 5));
    printf("sum to 10: %d\n", sum(10));

    int* a = calloc(5, sizeof(int));
    a[0] = 10;
    a[1] = 20;
    a[2] = 30;
    a[3] = 40;
    a[4] = 50;

    printf("sum of a: %d\n", sumarr(a, 5));

    Point* p45 = make_point(4, 5);
    Point* p78 = make_point(7, 8);

    printf("%d\n", isLeftOf(p45, p78));
}

```

```

class Point {
    int x, y;
    Point(int x, int y) {
        this.x = x;
        this.y = y;
    }
}

class Main {

    static int max(int n, int m) {
        boolean compareResult = n > m;
        System.out.print("Compare result for " + n + " > " + m +
            ": " + compareResult + "\n");
        if(compareResult) { return n; }
        else { return m; }
    }

    static boolean between(float low, float n, float high) {
        return n > low && n < high;
    }

    static int sum(int upto) {
        int result = 0;
        for(int i = 0; i < upto; i += 1) {
            result += i;
        }
        return result;
    }

    static int sumarr(int[] arr) {
        int result = 0;
        for(int i = 0; i < arr.length; i += 1) {
            result += arr[i];
        }
        return result;
    }

    static boolean isLeftOf(Point p1, Point p2) {
        return p1.x < p2.x;
    }

    public static void main(String[] args) {
        System.out.println("Hello");
        System.out.println("max(4, 5): " + max(4, 5));
        System.out.println("max(6, 5): " + max(6, 5));
        System.out.println("sum to 10: " + sum(10));

        int[] a = new int[5];
        a[0] = 10;
        a[1] = 20;
        a[2] = 30;
        a[3] = 40;
        a[4] = 50;

        System.out.println("sum of a: " + sumarr(a));

        Point p45 = new Point(4, 5);
        Point p78 = new Point(7, 8);

        System.out.println(isLeftOf(p45, p78));
    }
}

```

```

$ gcc main.c -o main_to_run
$ ./main_to_run
Hello
Compare result for 4 > 5: 0
max(4, 5): 5
Compare result for 6 > 5: 1
max(6, 5): 6
sum to 10: 45
sum of a: 150
1

```

```

$ javac Main.java
$ java Main
Hello
Compare result for 4 > 5: false
max(4, 5): 5
Compare result for 6 > 5: true
max(6, 5): 6
sum to 10: 45
sum of a: 150
true

```

Consider calling add with values 1, 7, 5, 10, 3. After:

What will the **size** of pq1, pq2 be?

A: 1, 4   B: 5, 5   C: 2, 3   D: 3, 2   E: 3, 3

What will be the result of get()?

A: 1   B: 3   C: 5   D: 10   E: 3