

## Lab 5: Heap

Implement a C++ application for solving the given problem using as data structure a **heap**. If no further specification is given, use a **binary heap**. You are not allowed to use STL vector or other container/data structure from STL or other libraries for the implementation of the heap.

The problems will be solved in two-member teams (formed during the lab). Each member of the team will receive the same grade for the assignment. **Students not knowing their partner for this assignment are required to contact their lab teacher.**

1. Merge  $k$  sorted lists into a single sorted list (considering a relation  $R$  over the elements). For representing the input lists, use the **list** class from STL.
2. Merge  $k$  sorted vectors into a single sorted vector (considering a relation  $R$  over the elements). For representing the input vectors, use the **vector** class from STL.
3. Implement **ADT Priority Queue** using a 3-heap (a heap where instead of 2 descendants, every node has three descendants) as representation.
4. Implement **ADT Priority Queue** using a 4-heap (a heap where instead of 2 descendants, every node has four descendants) as representation.
5. Implement a container, called **ADT SecondPriorityQueue** which is similar to a PriorityQueue, but returns and removes the element with the second highest priority (considering a relation  $R$  over the priorities). Use a binary heap as representation.
6. Implement a container, called **ADT SecondPriorityQueue** which is similar to a PriorityQueue, but returns and removes the element with the second highest priority (considering a relation  $R$  over the priorities). Use a 3-heap (a heap where instead of 2 descendants, every node has three descendants) as representation.
7. Implement a container, called **ADT SecondPriorityQueue** which is similar to a PriorityQueue, but returns and removes the element with the second highest priority (considering a relation  $R$  over the priorities). Use a 4-heap (a heap where instead of 2 descendants, every node has four descendants) as representation.
8. Implement a container, called **ADT ThirdPriorityQueue** which is similar to a PriorityQueue, but returns and removes the element with the third highest priority (considering a relation  $R$  over the priorities). Use a binary heap as representation.
9. Implement a container, called **ADT KPriorityQueue** which is similar to a PriorityQueue, but returns and removes the element with the  $k^{\text{th}}$  highest priority (considering a relation  $R$  over the priorities). Use a binary heap as representation. *Hint: use two heaps, one with a fixed size of  $k$ .*
10. Determine the sum of the largest  $k$  elements from a vector containing  $n$  distinct numbers with an algorithm having  $O(n \cdot \log_2 k)$  complexity. For representing the input vector, use **vector** from STL.
11. Remove the smallest  $k$  elements from a list containing  $n$  distinct numbers with an algorithm having  $O(n \cdot \log_2 k)$  complexity. For representing the input list, use **list** from STL.

12. Determine a vector with the first  $k$  ( $k > 0$ ) elements from a vector containing  $n$  distinct numbers (considering a relation  $R$ ). Use a 3-heap (a heap where instead of 2 descendant, every node has three descendants). For representing the input vector use the vector from STL. Do not sort the input vector. If  $R$  is " $\leq$ ", the first element is the minimum.
13. Remove the last  $k$  ( $k > 0$ ) elements from a vector containing  $n$  distinct numbers (considering a relation  $R$ ). Use a 4-heap (a heap where instead of 2 descendants, every node has four descendants). For representing the input vector use the **vector** from STL. Do not sort the input vector. If  $R$  is " $\leq$ ", the last element is the maximum.
14. Determine the product of the greatest  $k$  ( $k > 0$ ) elements from a vector containing distinct numbers. Use an  $n$ -heap (a heap where instead of 2 descendants, every node has  $n$  descendants). For representing the input vector use the **vector** from STL. Do not sort the input vector.