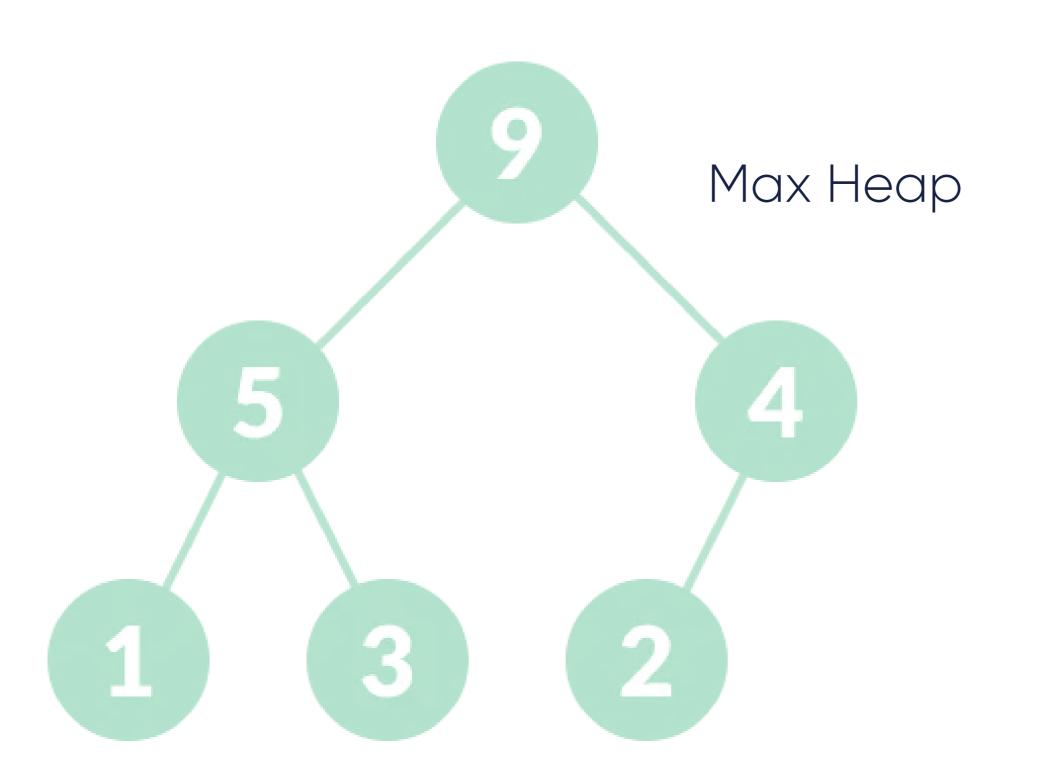
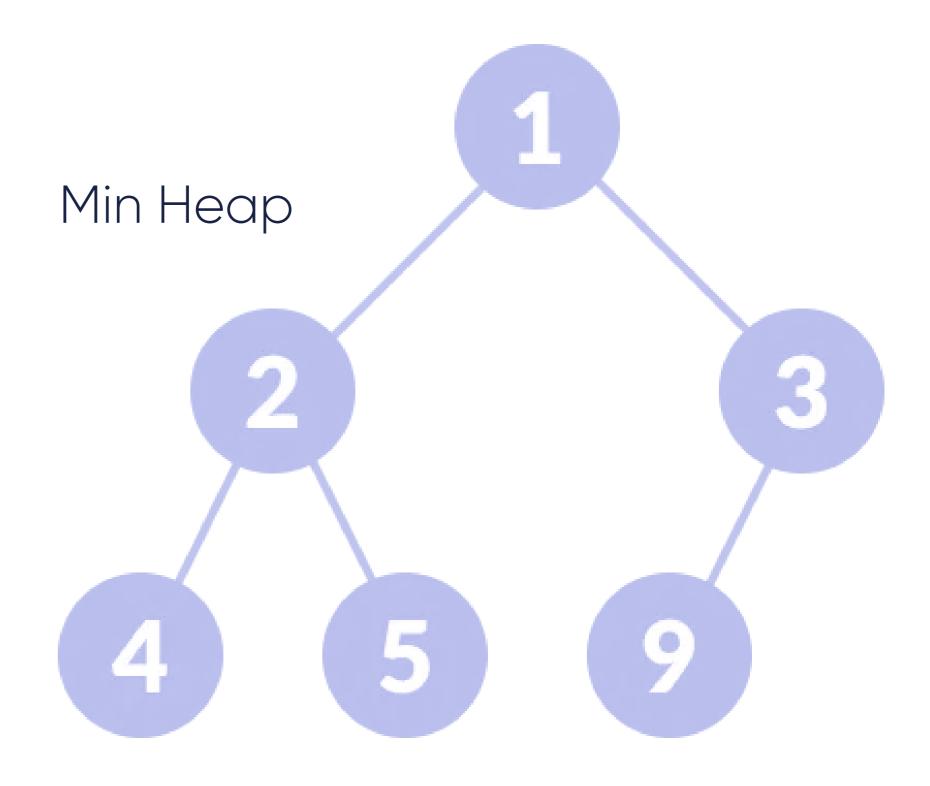
Heap Animation

Heap

Heap data structure is a <u>complete binary tree</u> that satisfies the heap property, where any given node is:

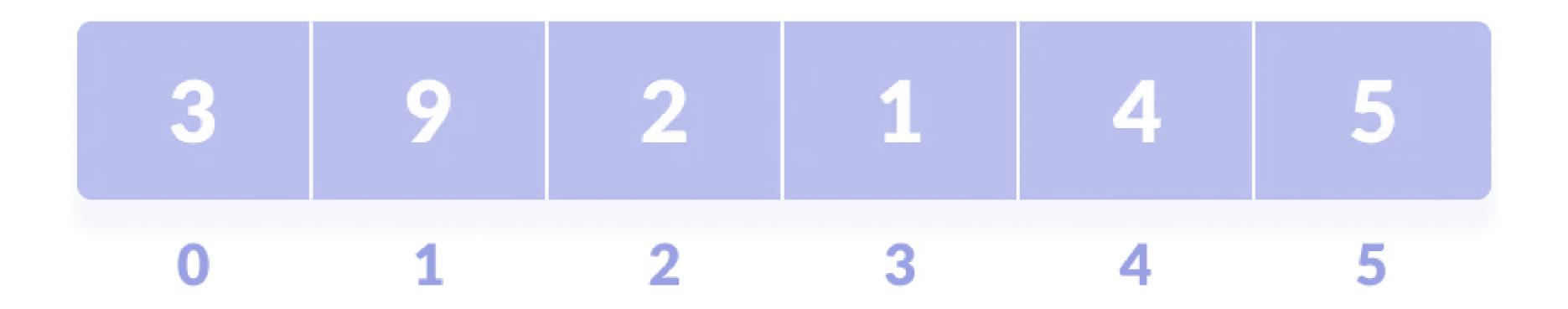
- always greater than its child node/s and the key of the root node is the largest among all other nodes. This property is also called max heap property.
- always smaller than the child node/s and the key of the root node is the smallest among all other nodes. This property is also called min heap property.





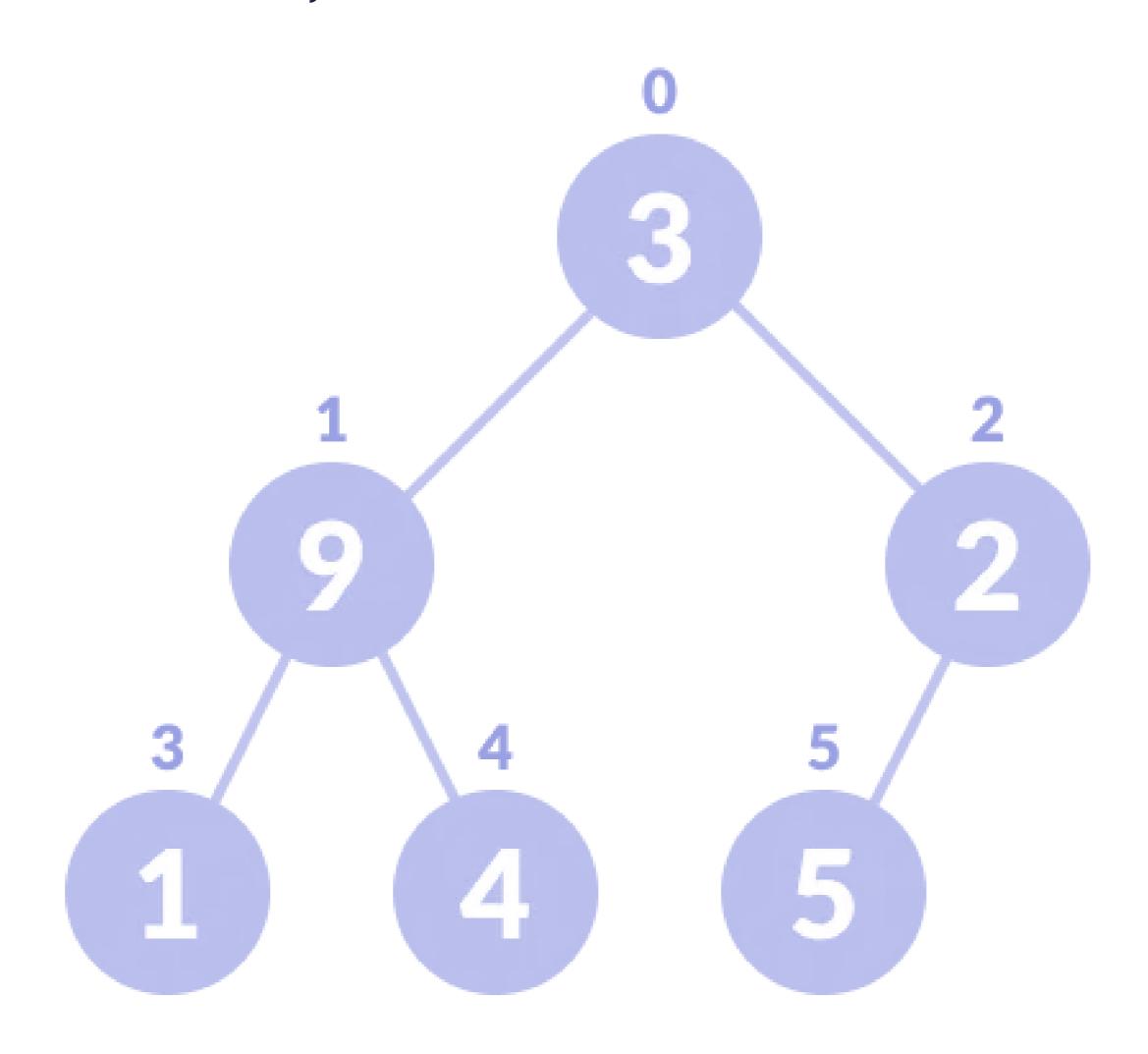
Heapify

1- Heapify is the process of creating a heap data structure from a binary tree. It is used to create a Min-Heap or a Max-Heap.



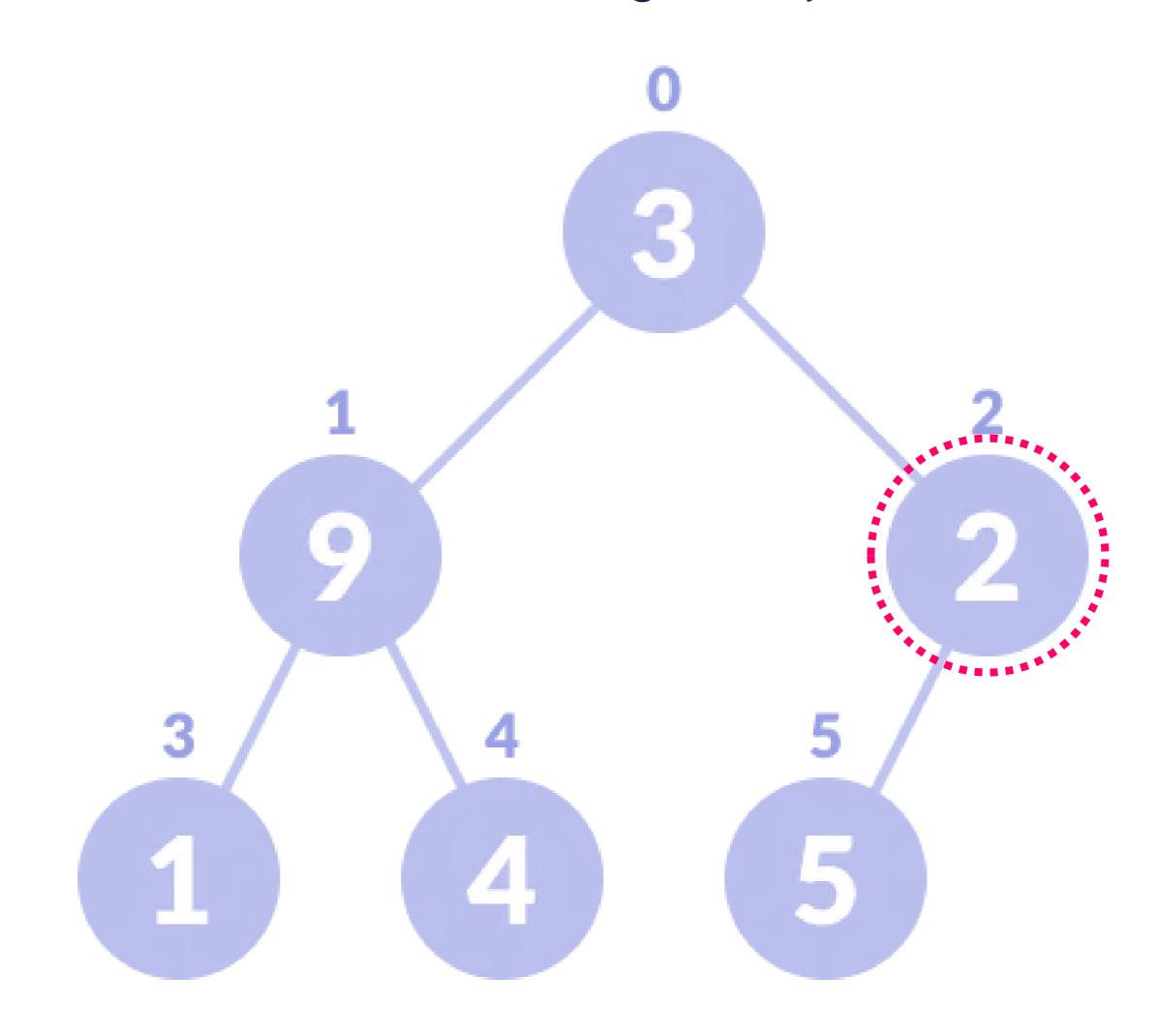
Complete Binary Tree

2- Create a complete binary tree from the array

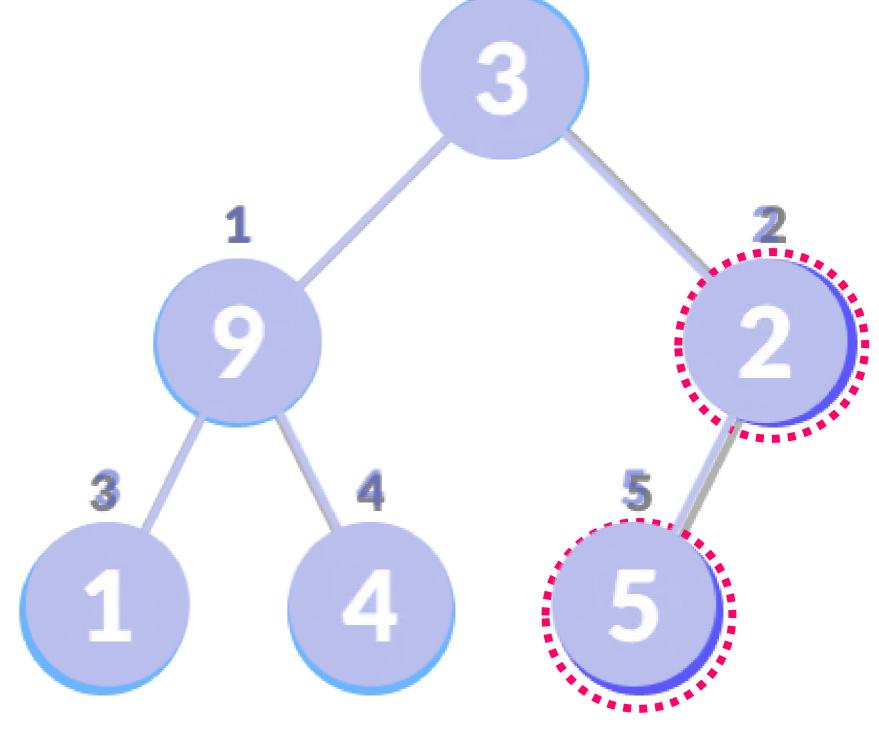


Complete Binary Tree

3- Start from the first index of non-leaf node whose index is given by n/2-1



- 4- Set current element i as largest.
- 5- The index of left child is given by 2i + 1 and the right child is given by 2i + 2. If leftChild is greater than currentElement (i.e. element at ith index), set leftChildIndex as largest. If rightChild is greater than element in largest, set rightChildIndex as largest.
- 6- Swap largest with currentElement
- 7- Repeat steps 3-7 until the subtrees are also heapified.



```
#include <stdio.h>
int size = 0;
void swap(int *a, int *b)
 int temp = *b;
 *b = *a;
 *a = temp;
   id heapify(int array[], int size, int i
 if (size == 1)
  printf("Single element in the heap");
 else
  int largest = i;
  int I = 2 * i + 1;
  int r = 2 * i + 2;
  if (I < size && array[I] > array[largest])
   largest = 1;
  if (r < size && array[r] > array[largest])
    largest = r;
  if (largest != i)
    swap(&array[i], &array[largest]);
    heapify(array, size, largest);
```

```
oid insert(int array[], int newNum
 if (size == 0)
  array[0] = newNum;
  size += 1;
 else
  array[size] = newNum;
  size += 1;
  for (int i = size / 2 - 1; i >= 0; i--)
   heapify(array, size, i);
void deleteRoot(int array[], int num)
 int i;
 for (i = 0; i < size; i++)
  if (num == array[i])
   break;
 swap(&array[i], &array[size - 1]);
 size -= 1;
 for (int i = size / 2 - 1; i >= 0; i--)
  heapify(array, size, i);
void printArray(int array[], int size)
 for (int i = 0; i < size; ++i)
  printf("%d ", array[i]);
 printf("\n");
```

Heap in C

```
int main(
int array[10];
insert(array, 3);
insert(array, 4);
insert(array, 9);
insert(array, 5);
insert(array, 2);
 printf("Max-Heap array: ");
 printArray(array, size);
 deleteRoot(array, 4);
printf("After deleting an element: ");
 printArray(array, size);
```

Heap in Java

Heap Sort Algorithm Animation

Heap Sort Algorithm Complexity

Time Complexity

Best O(nlog n)

Worst O(nlog n)

Average O(nlog n)

Space Complexity O(1)

Stability No

#include <stdio.h>

Heap Sort Algorithm in C

```
// Function to swap the position of two elements
void swap(int *a, int *b) {
 int temp = *a;
 *a = *b;
 *b = temp;
void heapify(int arr[], int n, int i) {
 // Find largest among root, left child and right child
 int largest = i;
 int left = 2 * i + 1;
 int right = 2 * i + 2;
 if (left < n && arr[left] > arr[largest])
  largest = left;
 if (right < n && arr[right] > arr[largest])
  largest = right;
 // Swap and continue heapifying if root is not largest
 if (largest != i) {
  swap(&arr[i], &arr[largest]);
  heapify(arr, n, largest);
```

```
// Main function to do heap sort
void heapSort(int arr[], int n) {
 // Build max heap
 for (int i = n / 2 - 1; i \ge 0; i - -)
  heapify(arr, n, i);
 // Heap sort
 for (int i = n - 1; i \ge 0; i - -) {
  swap(&arr[0], &arr[i]);
  // Heapify root element to get highest
  // element at root again
  heapify(arr, i, 0);
 // Print an array
void printArray(int arr[], int n) {
 for (int i = 0; i < n; ++i)
   printf("%d ", arr[i]);
 printf("\n");
 // Driver code
int main() {
 int arr[] = \{1, 12, 9, 5, 6, 10\};
 int n = sizeof(arr) / sizeof(arr[0]);
 heapSort(arr, n);
 printf("Sorted array is \n");
 printArray(arr, n);
```

Heap Sort Algorithm in Java