### Announcements

MP6 - Tue, 04/19 @11:59pm. Lab\_hash - Sun, 04/17 @11:59pm, Lab\_heap - Sun, 04/24 @11:59pm.

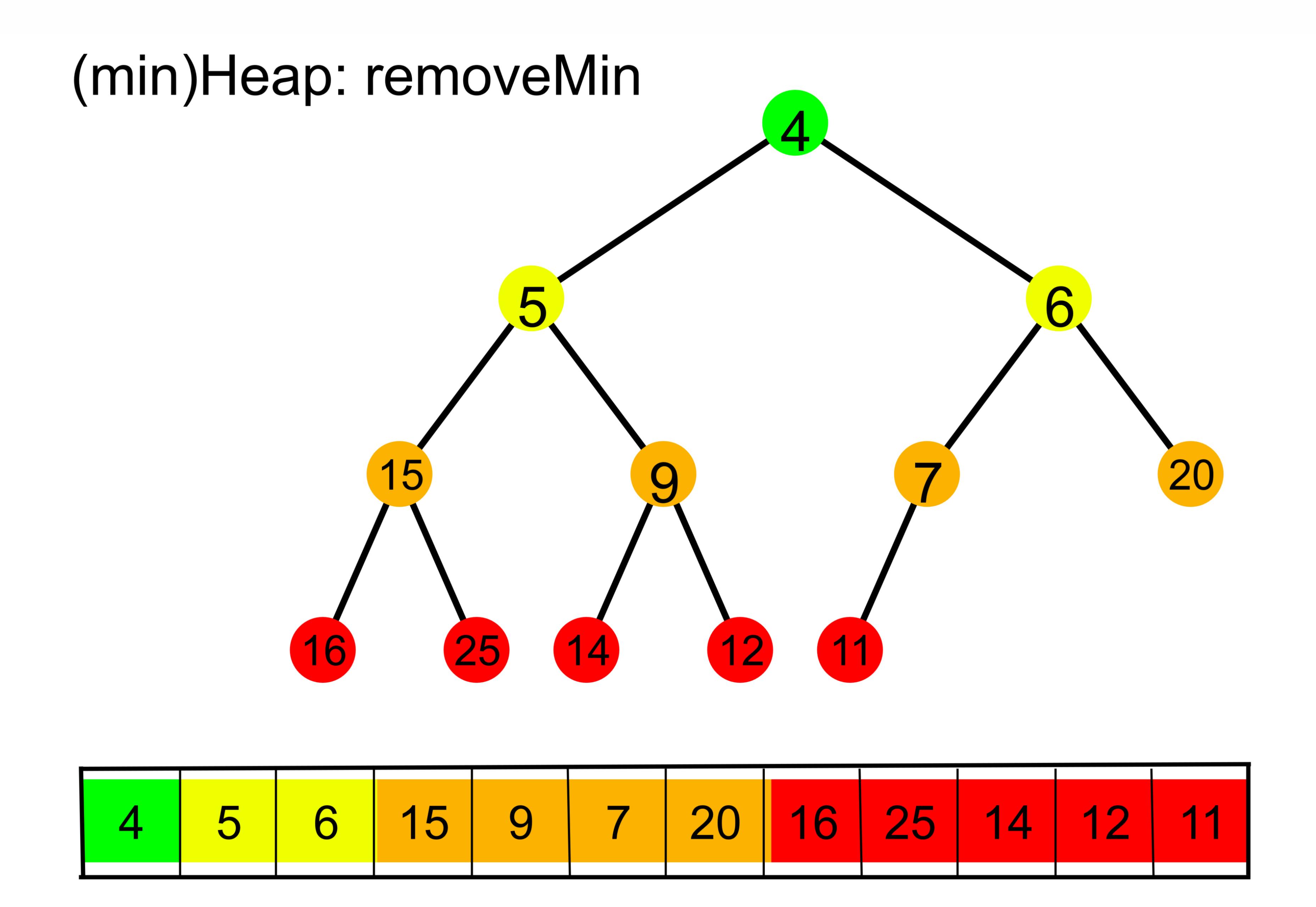
#### Exam 4 topics:

MC: AVL trees, Huffman-trees, b-trees, hash tables, kd-trees, heaps, disjoint sets, run times.

Coding: AVL trees, hash tables, lab heap

Exam 4 Review: Monday 04/18 in both lectures (@11am and @1pm), different reviews!

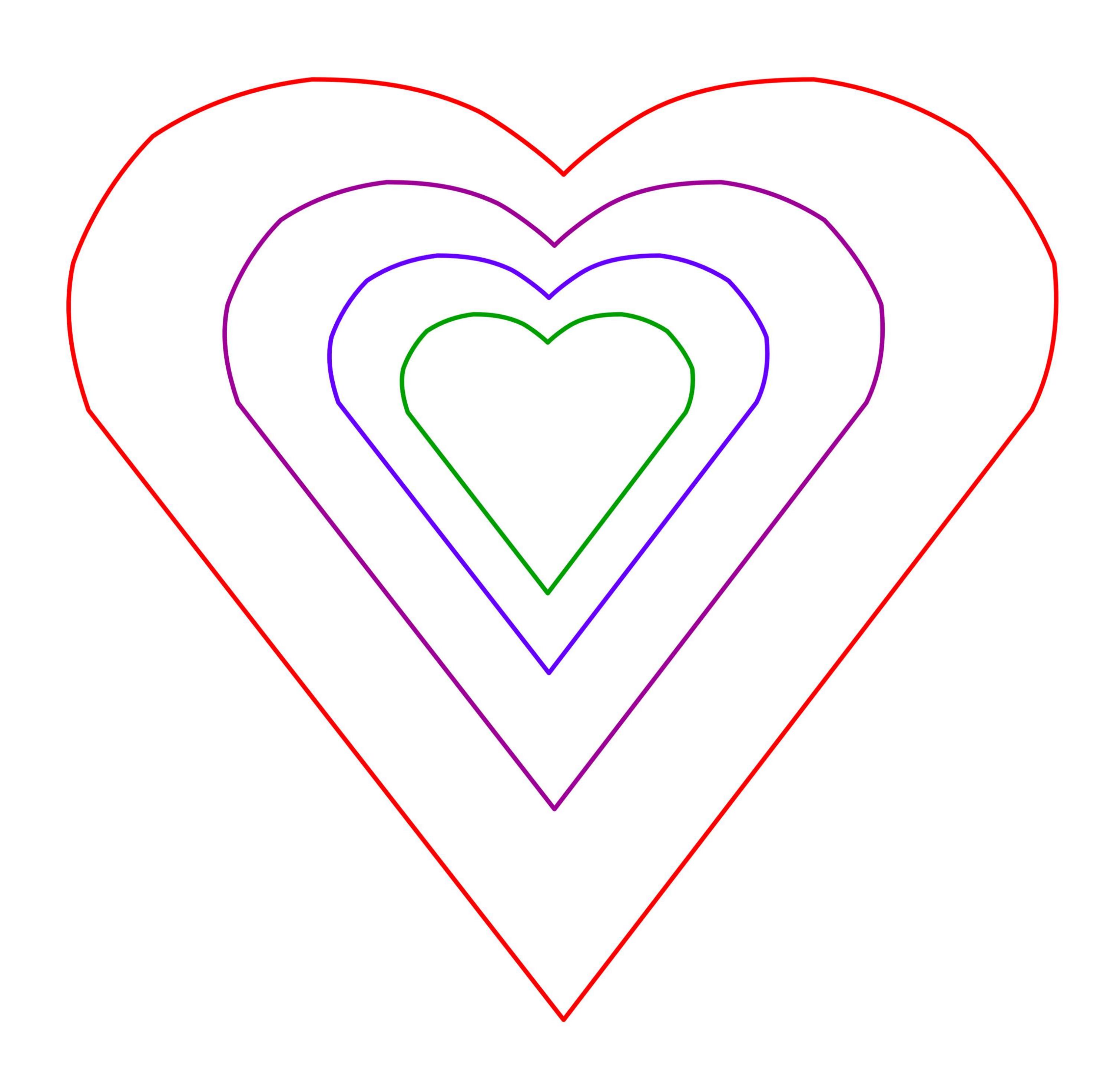
Watch at home lecture: Watch at home over the weekend: https://chara.cs.illinois.edu/cs225/lectures/

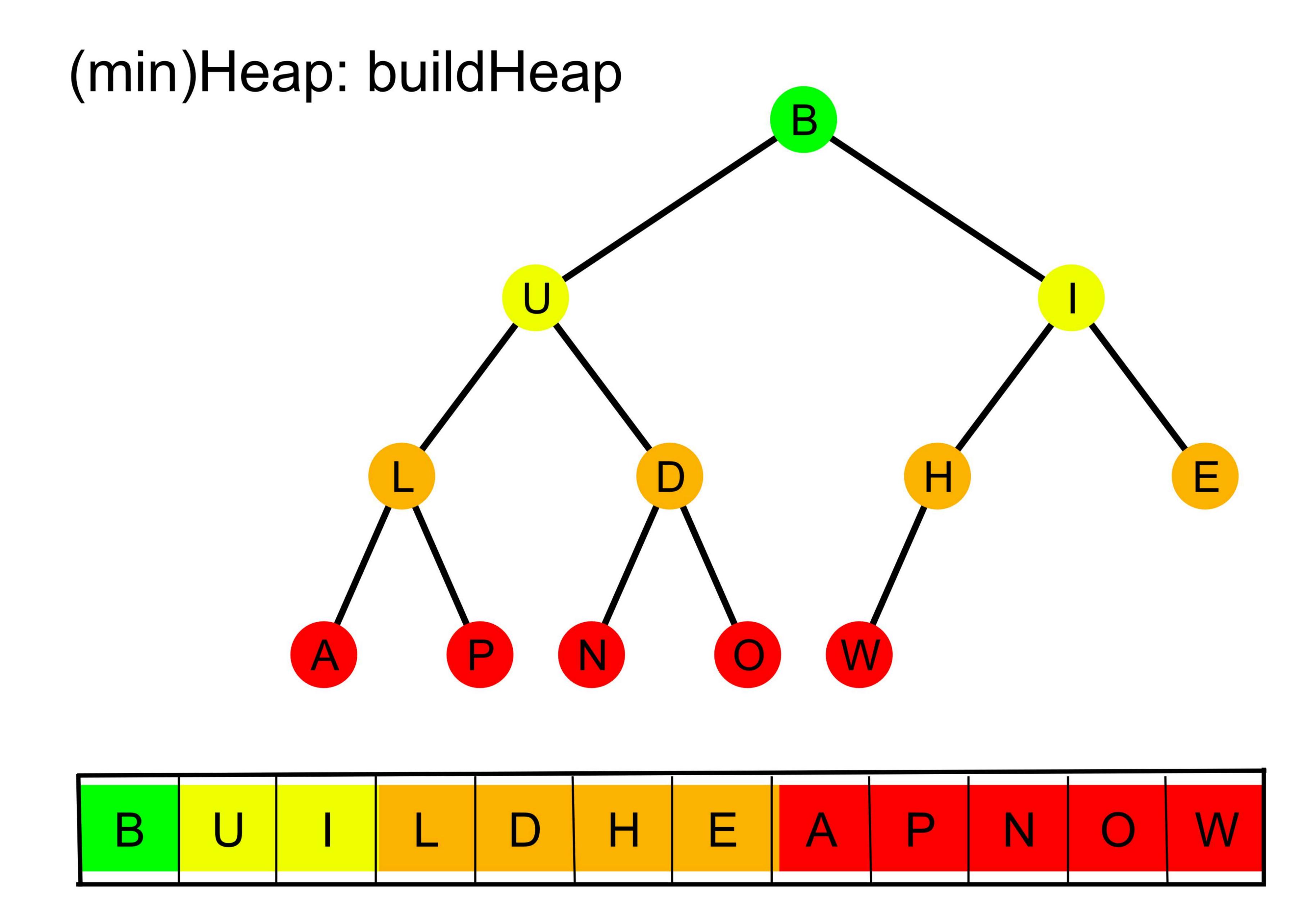


### Code:

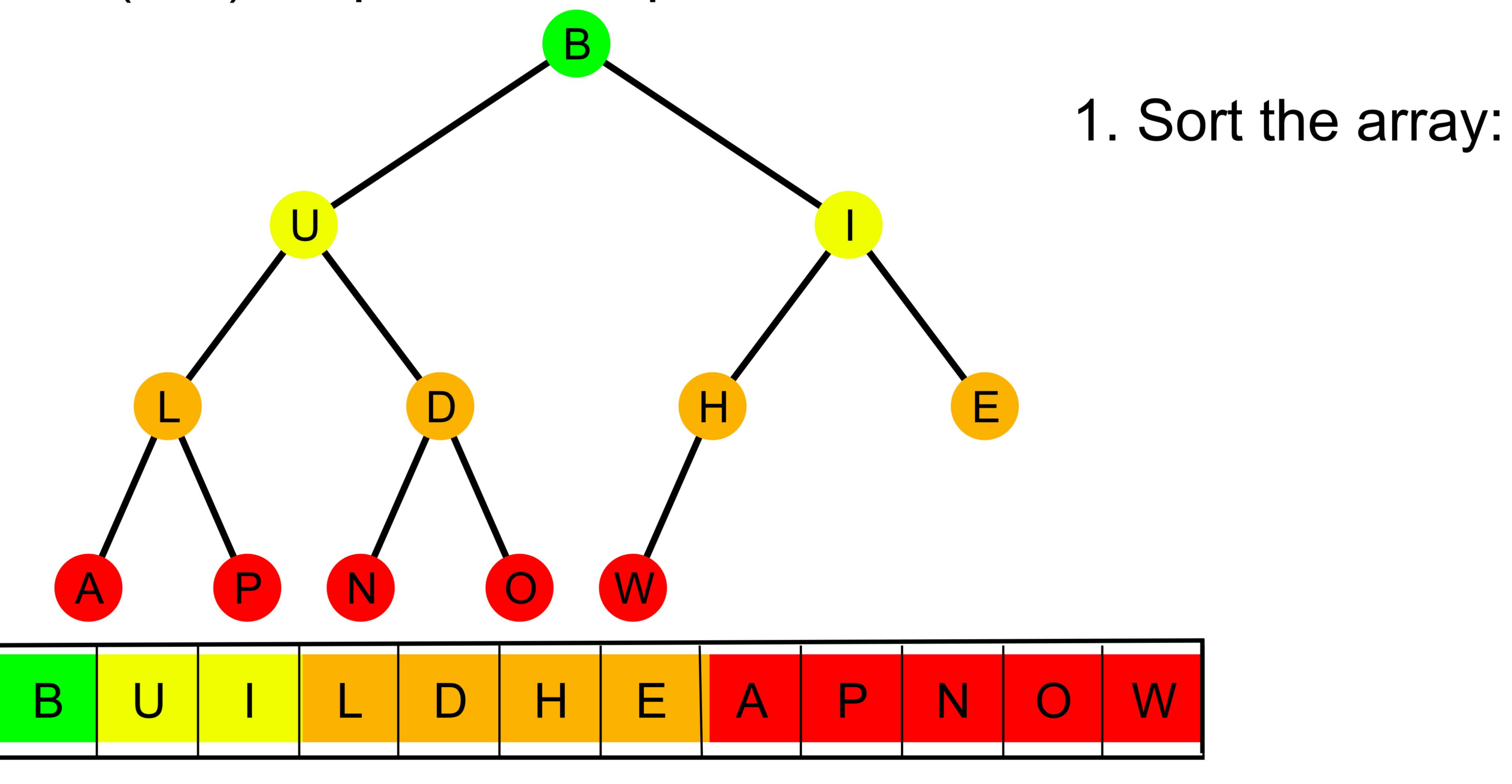
```
template <class T>
T Heap<T>::removeMin() {
    T minVal = items[1];
    items[1] = items[size];
    size--;
    heapifyDown(1);
    return minVal;
}
```

## What have we done?



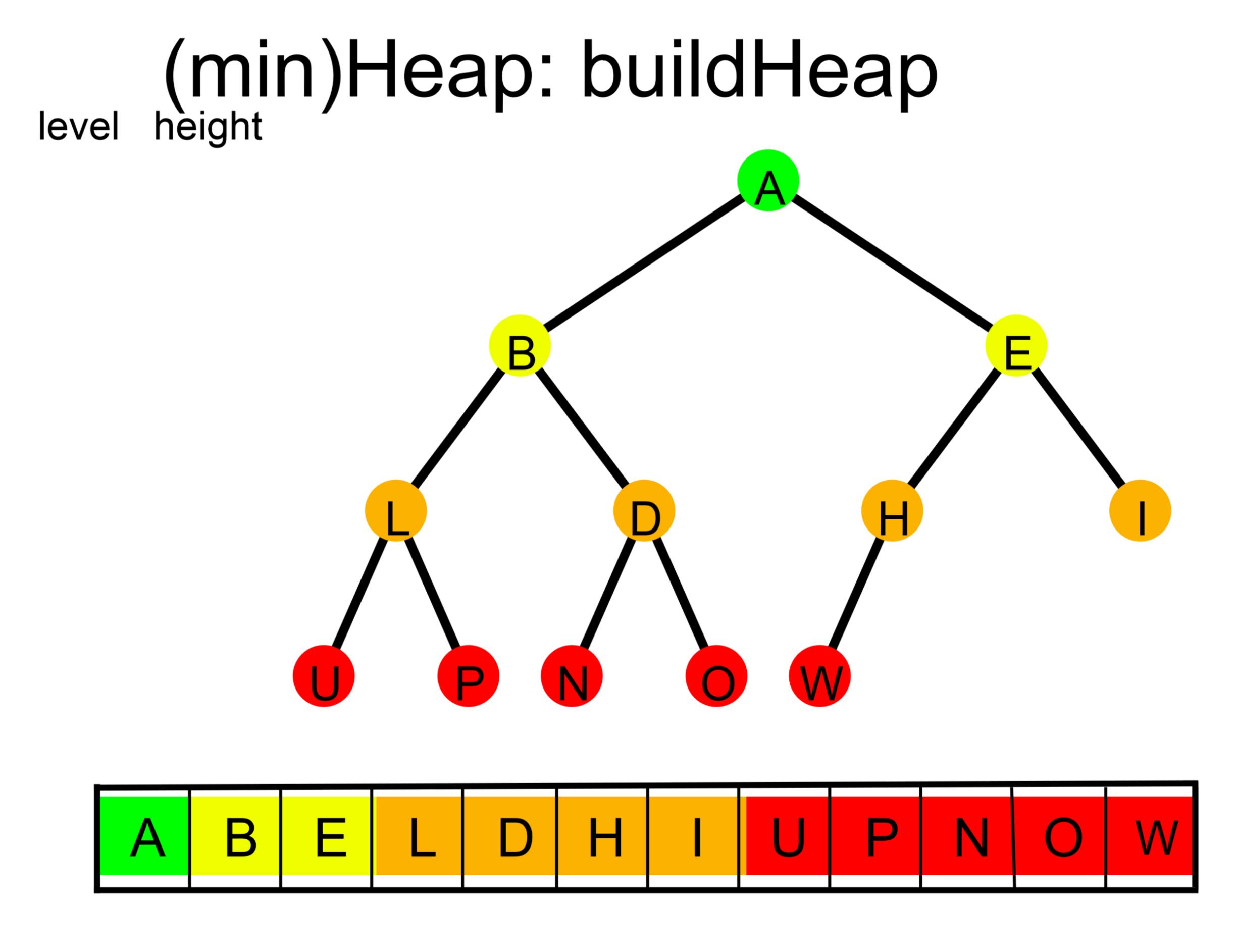


# (min)Heap: buildHeap - 3 alternatives



```
2. template <class T>
  void Heap<T>::buildHeap() {
    for (int i=2;i<=size;i++)
       heapifyUp(i)
  }</pre>
```

```
3. template <class T>
  void Heap<T>::buildHeap() {
    for (int i=parent(size);i>0;i--)
        heapifyDown(i)
  }
```



Proof of solution to the recurrence:

Thm: The running time of buildHeap on an array of size n is .

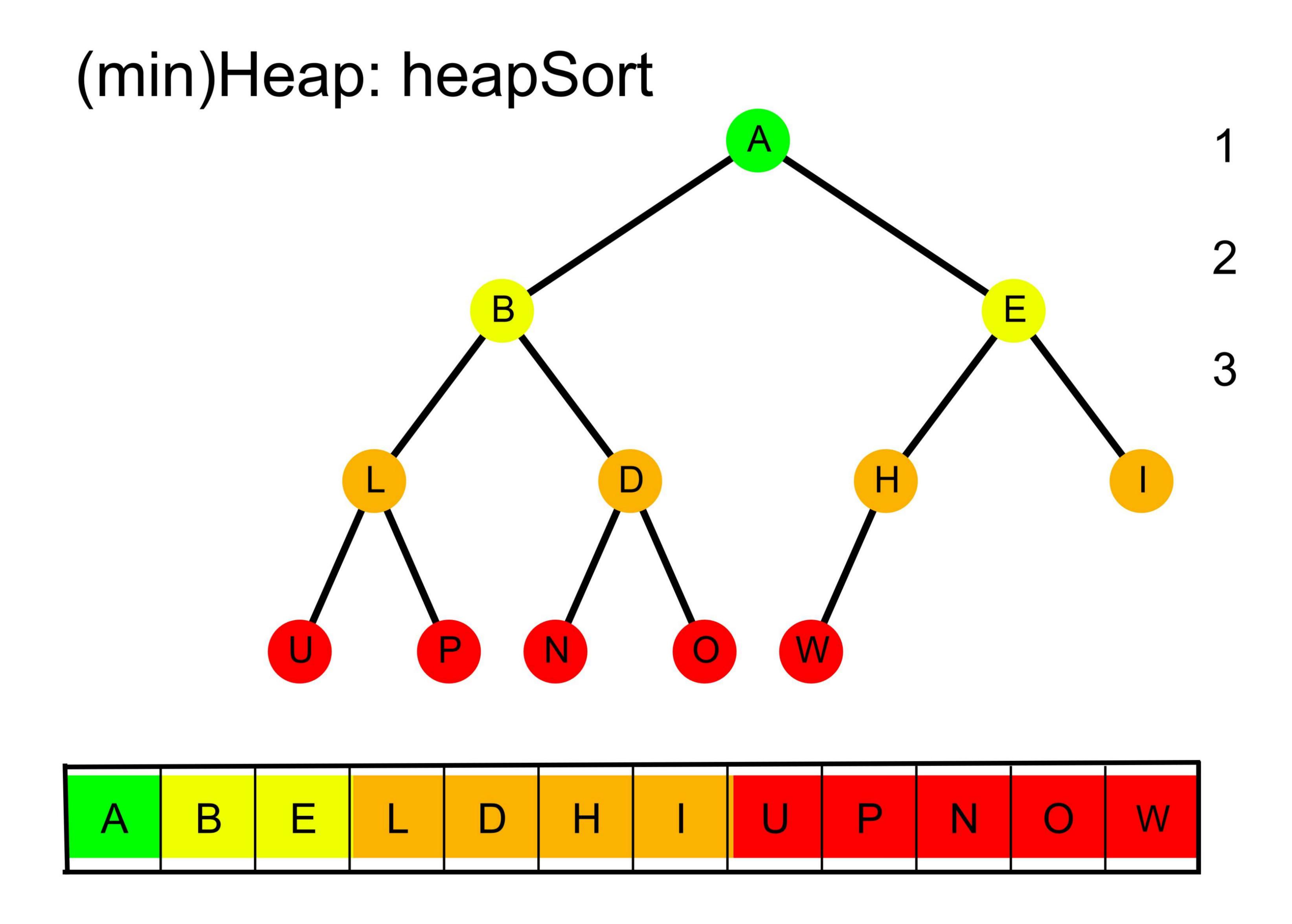
Instead of focussing specifically on running time, we observe that the time is proportional to the sum of the heights of all of the nodes, which we denote by S(h).

$$S(h) =$$

$$S(0) =$$

$$Soln S(h) =$$

But running times are reported in terms of n, the number of nodes...



Running time?

Why do we need another sorting algorithm?



This image reminds us of a \_\_\_\_\_\_,
which is one way we can implement ADT \_\_\_\_\_\_\_,
whose functions include \_\_\_\_\_\_ and \_\_\_\_\_\_,
whose running times are \_\_\_\_\_\_.

This structure can be built in time \_\_\_\_\_\_,

which helps us do a worst case time \_\_\_\_\_\_ sort, in place.