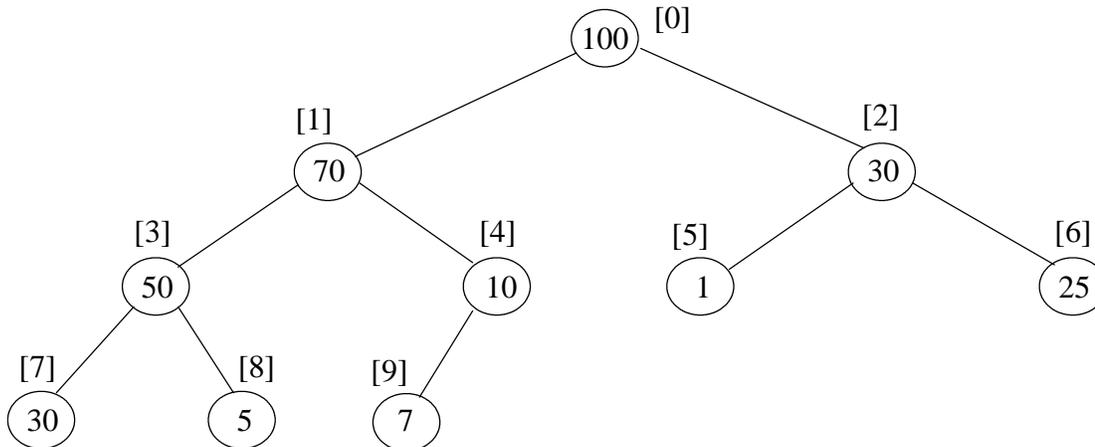


Activity 3: The text's code implements a "min heap" by using a list to store the items in the heap. It also wastes the zeroth index in the list. I want you to implement a "max heap" and NOT waste the zeroth index in the list, i.e.,



For the above "max" heap, the list indexes are indicated in []'s. For a node at index i , what is the index of:

a) its left child if it exists:

b) its right child if it exists:

c) its parent if it exists:

You MaxHeap class should have methods: insert(key), findMax(), delMax(), isEmpty(), size(), buildHeap(list), and increaseKey(key) similar to those found on page 224 of the text for a min heap.

After you have implemented and tested your "max" heap, raise your hand and demonstrate that it works correctly.

Activity 4: Use your "max" heap implementation in Activity 1 to implement a sorting function that sorts in ascending order (i.e., from smallest to largest).

After you have implemented your "heap-based" sort, raise your hand and demonstrate that it works correctly.

NOTE: If you complete all of the activities within the lab period, you do not need to hand anything in. However, if you need to finish activities outside of the lab period, then hand in printouts of code and output for activities not completed during the lab period.

```
class BinaryHeap:
    def __init__(self):
        self.heapList = [0]
        self.currentSize = 0

    def percUp(self,i):
        while i > 0:
            if self.heapList[i] < self.heapList[i/2]:
                tmp = self.heapList[i/2]
                self.heapList[i/2] = self.heapList[i]
                self.heapList[i] = tmp
            i = i/2

    def insert(self,k):
        self.heapList.append(k)
        self.currentSize = self.currentSize + 1
        self.percUp(self.currentSize)

    def percDown(self,i):
        while (i * 2) <= self.currentSize:
            child = i * 2
            mc = self.minChild(i)
            if self.heapList[i] > self.heapList[mc]:
                tmp = self.heapList[i]
                self.heapList[i] = self.heapList[mc]
                self.heapList[mc] = tmp
            i = mc

    def minChild(self,i):
        if i*2 > self.currentSize:
            return -1
        else:
            if i*2 + 1 > self.currentSize:
                return i*2
            else:
                if self.heapList[i*2] < self.heapList[i*2+1]:
                    return i*2
                else:
                    return i*2+1

    def delMin(self):
        retval = self.heapList[1]
        self.heapList[1] = self.heapList[self.currentSize]
        self.currentSize = self.currentSize - 1
        self.percDown(1)
        return retval

    def buildHeap(self,alist):
        i = len(alist) / 2
        self.currentSize = len(alist)
        self.heapList = [0] + alist[:]
        while (i > 0):
            self.percDown(i)
            i = i - 1
```