



Now assume that these five *additional* operations

```
t.Remove("ab");  
t.Remove("gh");  
t.Insert("ab",6);  
t.Insert("jk",7);  
t.Insert("pq",8);
```

have been performed.

c. Illustrate the result of the operation:

```
t.Dump(cout);
```

d. Illustrate the result of the traversal (I is a table iterator):

```
for (I = t.Begin(); I != t.End(); ++I) cout << *I;
```

e. Under certain assumptions, a hash table has expected runtime  $O(1)$  for its insert, remove, and look-up operations. What are these assumptions?

2. An implementation of priority queue uses a vector  $v$  of elements of type  $T$  and a comparison predicate object `LessThan` for type  $T$ . The priority queue `Push()` and `Pop()` methods use the generic algorithms `g_push_heap()` and `g_pop_heap()` which are derived using a heap structural model superimposed onto  $v$ . A *heap* is a complete binary tree with a certain order property.
- Name* the order property used to define a heap.
  - Define* the order property used to define a heap.

In the following, the type  $T$  is `char` and `LessThan` is such that characters with lower ascii value have higher priority (e.g., 'a' has higher priority than 'b').

- Begin with  $v = [d, f, k, m, t, p]$ . Show the binary tree structure we impose on  $v$ . Is this a heap? (Explain your answer.)
- Beginning with the *tree in part c above*, show each stage of the binary tree structure before, during, and after `Push(b)`. Also, illustrate the final state of  $v$ .

$v = [$

- Beginning with the *original tree in part c*, show each stage of the tree before, during, and after `Pop()`. Also, illustrate the final state of  $v$ .

$v = [$