1. Basic Operations

1. Min Heap

(a) Draw the Min Heap that results if we delete the smallest item from the heap.

```
       0
      / \ \
     1   4
    /     /
   8     2
    \     \ \
     6     8
      \   / \
       9
```

(b) Draw the Min Heap that results if we insert the elements 6, 5, 4, 3, 2 into an empty heap.

(c) Given an array, heapify it such that after heapification it represents a Max Heap.

```java
int[] a = {5, 12, 64, 1, 37, 90, 91, 97}
```

2. External Chaining

Consider the following External Chaining Hash Set below, which doubles in size when the load factor reaches 1.5. Assume that we’re using the default hashCode for integers, which simply returns the integer itself.

```
0 ➞ 8
1 ➞ 25
2 ➞ 10
3 ➞ 15
```
(a) Draw the External Chaining Hash Set that results if we insert 18.

(b) Draw the External Chaining Hash Set that results if we insert 5 after the insertion done in part (a).

2 Invalid Hashes

Which of the hashCodes are invalid? Assume we are trying to hash the following class:

```java
import java.util.Random;

class Point{
    private int x;
    private int y;
    private static count = 0;

    public Point(int x, int y){
        this.x = x;
        this.y = y;
        count += 1;
    }
}
```

(a) public void hashCode() { System.out.print(this.x + this.y); }

(b) public int hashCode() {
    Random randomGenerator = new Random();
    return randomGenerator.nextInt(Int);
}

(c) public int hashCode() { return this.x + this.y; }

(d) public int hashCode() { return count; }

(e) public int hashCode() { return 4; }

3 Search structure Runtimes

Assume you have $N$ items. Using Theta notation, find the worst case runtime of each function.

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<th>Bushy Search Tree</th>
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<td>add (Amortized)</td>
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