

COMPARATOR CLASSES

APPLICATIONS OF PRIORITY QUEUES

STL Heap implementation: Priority Queues in C++

What is the output of this code?

```
priority_queue<int> pq;  
pq.push(10);  
pq.push(2);  
pq.push(80);  
cout<<pq.top() ;  
pq.pop() ;  
cout<<pq.top() ;  
pq.pop() ;  
cout<<pq.top() ;  
pq.pop() ;
```

A. 10 2 80

B. 2 10 80

C. 80 10 2

D. 80 2 10

E. None of the above

Comparison class

- Comparison class: A class that implements a function operator for comparing objects

```
class compareClass{
    bool operator()(int& a, int & b) const {
        return a<b;
    }
};
```

Comparison class

```
class compareClass{
    bool operator()(int& a, int & b) const {
        return a<b;
    }
};
```

```
int main(){
    compareClass c;
    cout<<c(10, 20)<<endl;
}
```

What is the output of this code?

- A. 1
- B. 0
- C. Error

STL Heap implementation: Priority Queues in C++

```
class compareClass{
    bool operator()(int& a, int & b) const {
        return a<b;
    }
};
```

```
priority_queue<int, vector<int>, compareClass> pq;
pq.push(10);
pq.push(2);
pq.push(80);
cout<<pq.top();
pq.pop();
cout<<pq.top();
pq.pop();
cout<<pq.top();
pq.pop();
```

This code prints the numbers in descending order: 80 10 2 (max-Heap)

How would you change it so that the top element is always the min value (min-Heap)

std::priority_queue template arguments

```
template <
    class T,
    class Container= vector<T>,
    class Compare = less <T>
> class priority_queue;
```

The template for priority_queue takes 3 arguments:

1. Type elements contained in the queue.
2. Container class used as the internal store for the priority_queue, the default is **vector<T>**
3. Class that provides priority comparisons, the default is **less**

std::priority_queue template arguments

//Template parameters for a max-heap

```
priority_queue<int, vector<int>, std::less<int>> pq;
```

//Template parameters for a min-heap

```
priority_queue<int, vector<int>, std::greater<int>> pq;
```

Application

Use priority queues to find the median of a sequence of numbers

Your implementation should allow for recomputing the median every time a new number is added to the sequence