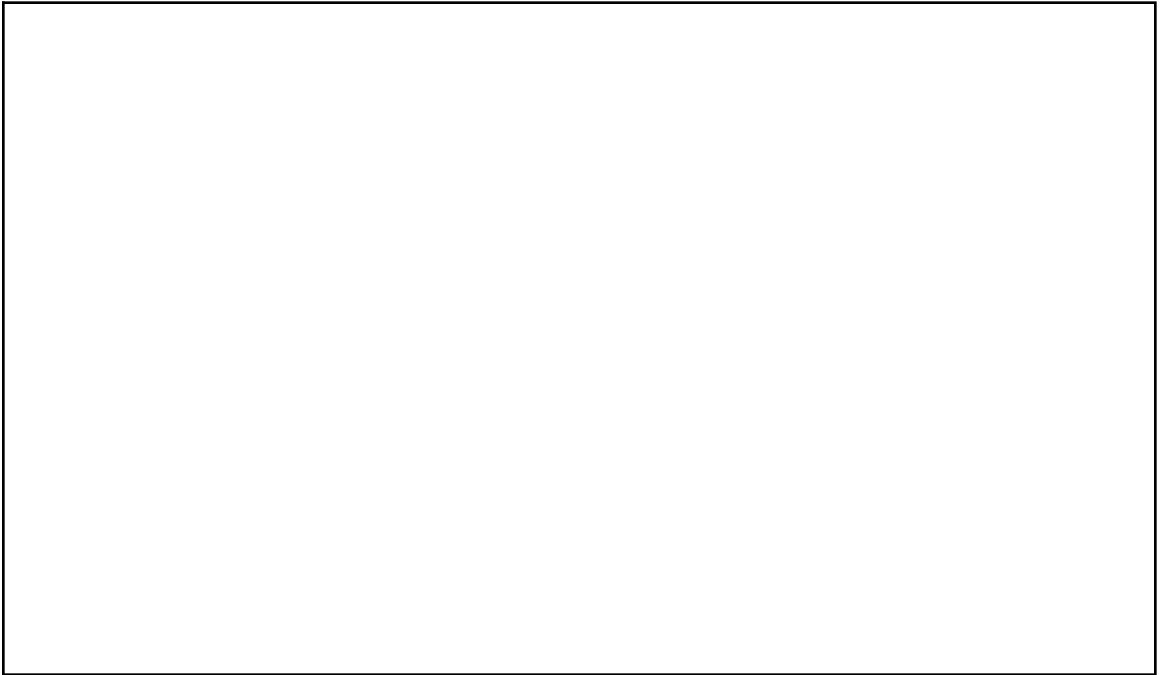
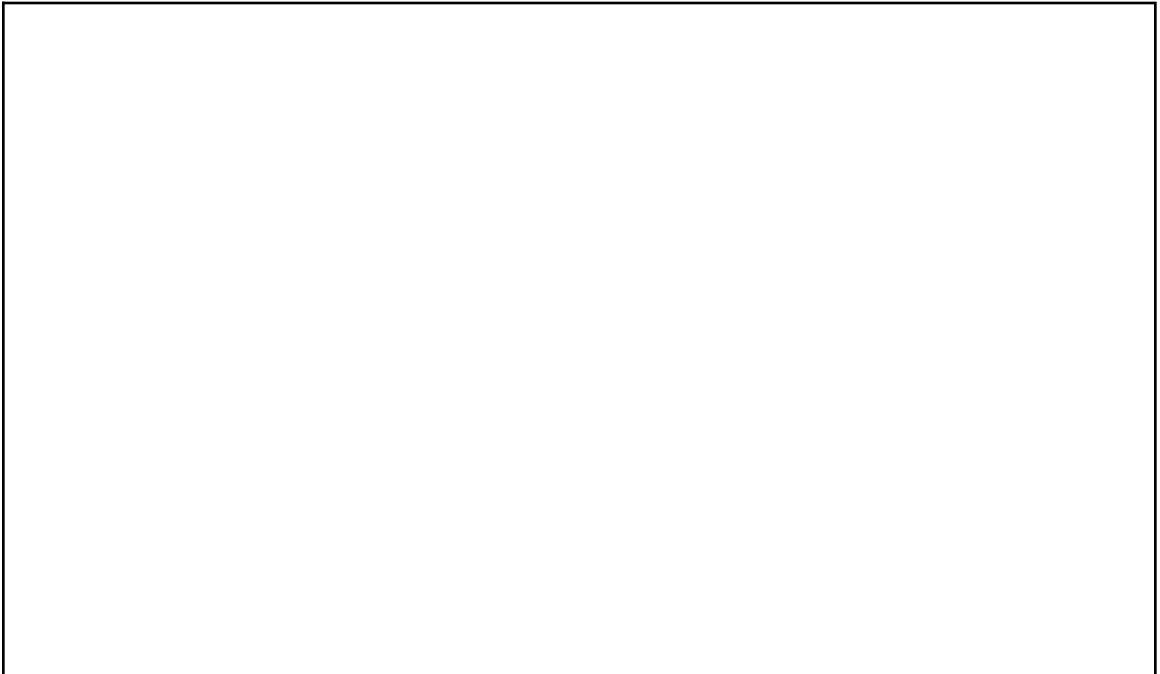


## 4. Look Before You Heap

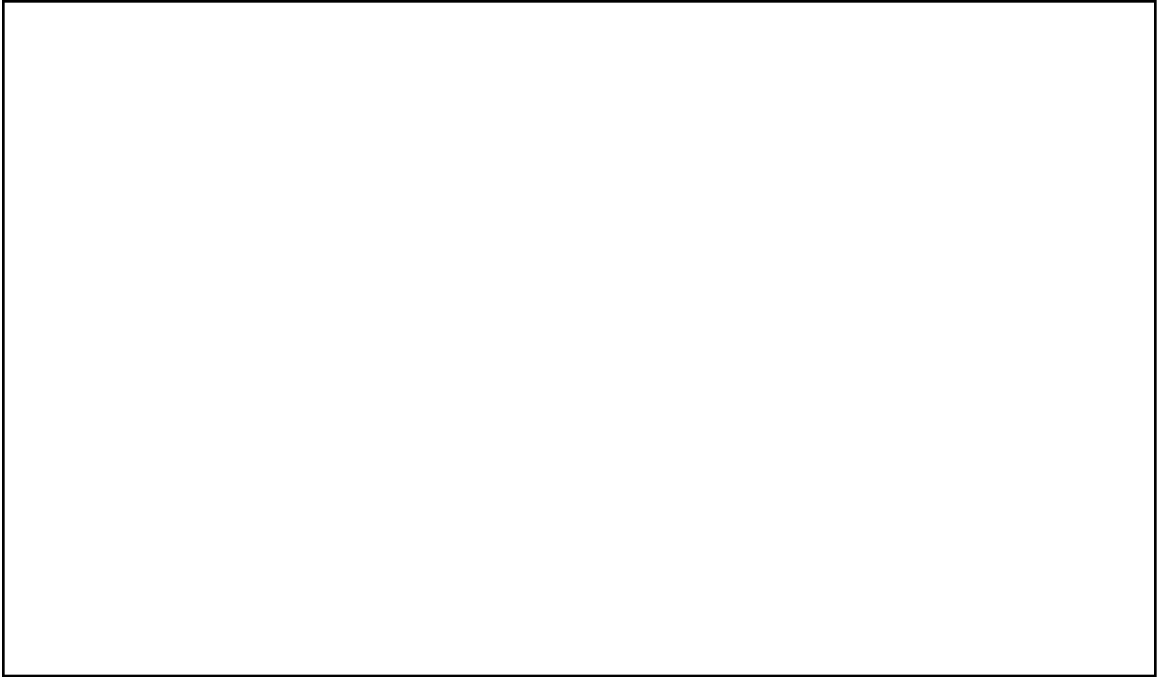
- a) Insert 10, 7, 15, 17, 12, 20, 6, 32 into a *min* heap.



- b) Now, insert the same values into a *max* heap.



c) Now, insert 10, 7, 15, 17, 12, 20, 6, 32 into a *min* heap, but use Floyd's `buildHeap` algorithm.



d) Insert 1, 0, 1, 1, 0 into a *min* heap.

