

1. Min-heap array of instances of object
 - a. Build-Min-Heap(A)
 - b. Heap-Minimum(A) -> object
 - c. Heap-Extract-Minimum(A)
 - d. Heap-Decrease-Key(A,i,key)
 - e. Min-Heap-Insert(A,key,object)

2. Max-heap array of instances of object
 - a. Build-Max-Heap(A)
 - b. Heap-Maximum(A) -> object
 - c. Heap-Extract-Maximum(A)
 - d. Heap-Increase-Key(A,i,key)
 - e. Max-Heap-Insert(A,key,object)

3. Priority queues a set S of elements
 - a. Insert(S,x,k)
 - b. Maximum(S) -> element
 - c. Extract-Max(S)
 - d. Increase-Key(S,x,k)
 - e. Is-empty(S) -> True/False