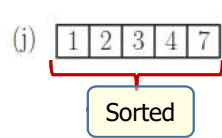
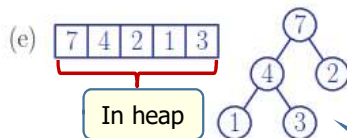
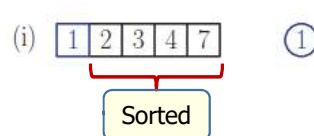
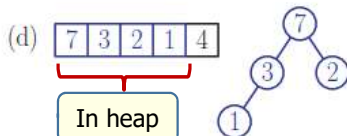
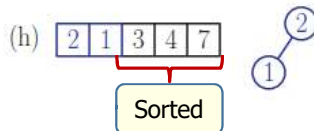
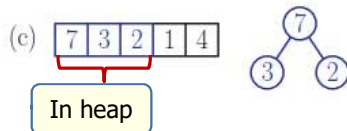
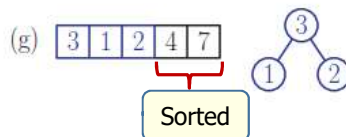
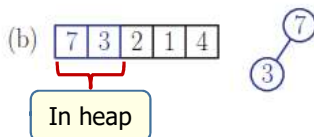
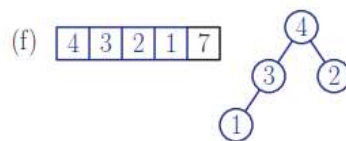


Stage 1:
Heap
construction



Stage 2:
output

Max heap