/\*if((2\*i + 2) > size)

return;

// If size is even implies that there is no right child at the end

if((size % 2 == 0) && ((2\*i + 1) == (size - 1)))

{

if(arr[i].compareTo(arr[2\*i + 1]) < 0)

{

E tmp = arr[i];

arr[i] = arr[2\*i + 1];

arr[2\*i + 1] = tmp;

}

trickleDown(2\*i + 1);

}

else if(arr[2\*i + 1].compareTo(arr[2\*i + 2]) < 0)

{

if(arr[i].compareTo(arr[2\*i + 2]) < 0)

{

E tmp = arr[i];

arr[i] = arr[2\*i + 2];

arr[2\*i + 2] = tmp;

}

trickleDown(2\*i + 2);

}

else if(arr[2\*i + 1].compareTo(arr[2\*i + 2]) > 0)

{

if(arr[i].compareTo(arr[2\*i + 1]) < 0)

{

E tmp = arr[i];

arr[i] = arr[2\*i + 1];

arr[2\*i + 1] = tmp;

}

trickleDown(2\*i + 1);

}\*/