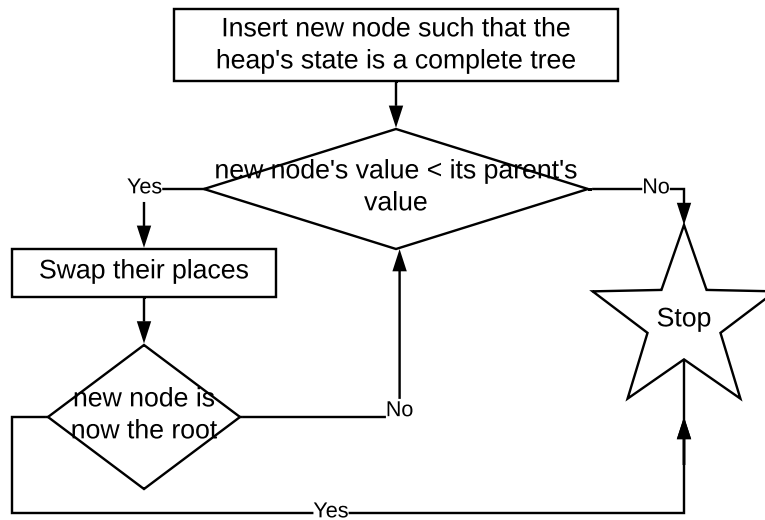


Adding to a heap:



Removing the min value from a heap:

