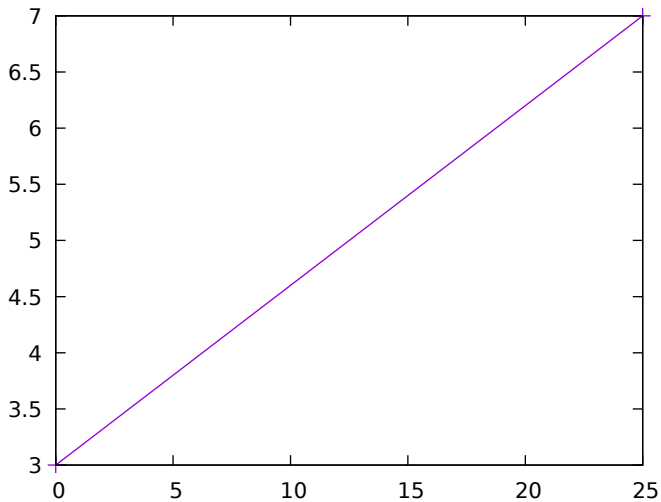


moves vs. elements



heap_sort() —+