removeMin - heapifyDown

```cpp
1  template <class T>
2  void Heap<T>::_removeMin() {
3    // Swap with the last value
4    T minValue = item_[1];
5    item_[1] = item_[size_];
6    size--;
7
8    // Restore the heap property
9    _heapifyDown();
10
11   // Return the minimum value
12   return minValue;
13 }
```

```cpp
1  template <class T>
2  void Heap<T>::_heapifyDown(int index = 1) {
3    if ( !_isLeaf(index) ) {
4      T minChildIndex = _minChild(index);
5      if ( item_[index] ___ item_[minChildIndex] ) {
6        std::swap( item_[index], item_[minChildIndex] );
7        _heapifyDown( _____ );
8      }
9    }
10 }
```