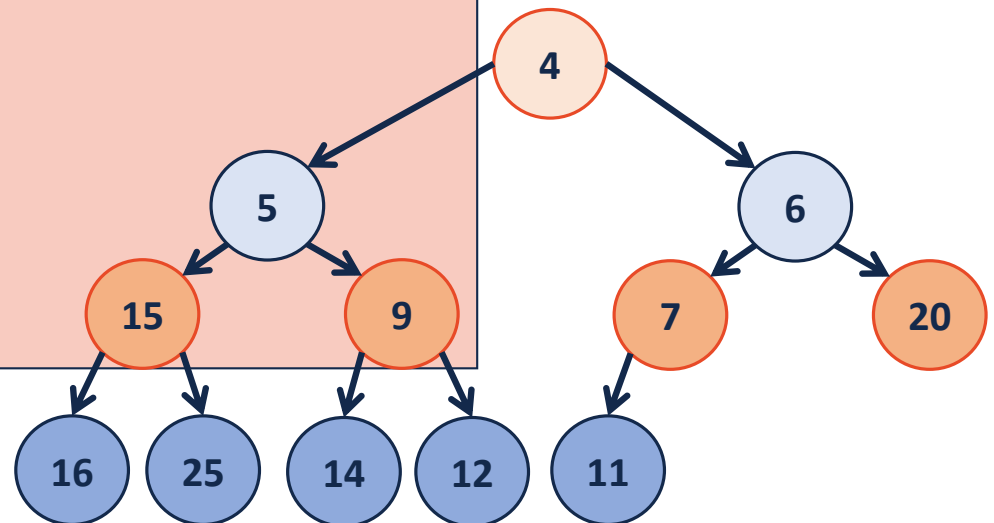


removeMin

```
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 }
```



	4	5	6	15	9	7	20	16	25	14	12	11			
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