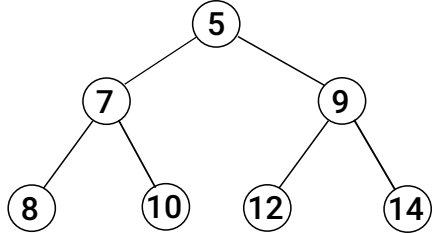


Max heap



Min heap