

# 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 }
```

