

removeMin - heapifyDown

```
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 }
```

```
1 template <class T>
2 void Heap<T>::_heapifyDown(int index) {
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 }
```