

WAP to implement Binomial Heap

```
void decreaseKey (Node *H, int old_val, int new_val)
{
```

```
    Node *node = findNode (H, old_val);
```

```
    if (node == NULL)
        return;
```

```
    node->val = new_val;
```

```
    Node *parent = node->parent;
```

```
    while (parent != NULL && node->val < parent->val)
    {
```

```
        swap (node->val, parent->val);
```

```
        node = parent;
```

```
        parent = parent->parent;
```

```
    }
```

```
}
```

```
Node *binomialHeapDelete (Node *h, int val)
```

```
{
```

```
    if (h == NULL)
```

```
        return NULL;
```

```
    decreaseKeyBHeap (h, val, INT_MIN);
```

```
    return extractMinBHeap (h);
```

```
}
```