LAB 11 Program 10.

```
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;
        decreasekey (h, val, INT_MIN);
        return extractMinBHeap (h);
}
Node *findNode ( Node *h, int val) {
        if (h == NULL) return NULL;
        if ( h -> val == val)  return h;
        Node *res = findNode (h -> child, val);
        if ( res != NULL ) return res;
        return findNode (h -> sibling , val);
}
```