

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);

}