

ADS

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BM18CC032

Decrease(H)

```
void DecreaseKeyHeap (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;
```

```
}
```

```
}
```

Delete()

void

```
Node *Binnind HeapDelete (Node *H, int val)
{
```

```
if (H == NULL)
```

```
    return NULL;
```

deletekeyBHeap (h, val, &N, Min);

return extract MinBHeap (h);

}