

Program 9Binomial Heap(1) insert( $H, k$ ) $H' \leftarrow \text{MAKE-BINOMIAL-HEAP}()$  // new node or value to be inserted $P[x] \leftarrow \text{NIL}$  $\text{child}[x] \leftarrow \text{NIL}$  $\text{sibling}[x] \leftarrow \text{NIL}$  $\text{degree}[x] \leftarrow 0$  $\text{head}[H'] \leftarrow x$  $H \leftarrow \text{BINOMIAL-HEAP-UNION}(H, H')$  // merge the newly  
// created B0 tree with  
// already existing tree(2) getMin( $H$ )\*  $\text{iterator} = H.\text{begin}()$ \*  $\text{temp} = * \text{iterator}$ while ( $\text{iterator} \neq \text{heap.end}()$ ) {if ( $(\text{iterator} \rightarrow \text{data} < \text{temp} \rightarrow \text{data})$ )  
     $\text{temp} = * \text{iterator}$      $\text{iterator}++;$ 

}

return temp;

// Traverse the list of root of  
// Binomial Trees and return the  
// minimum key

(3) extractMin(H)

// First call getMin() to find minimum key, then remove  
// the Node and create a new Binomial Heap by connecting  
// all subtrees of the removed minimum node.

H' ← MAKE-BINOMIAL-HEAP

it = head.begin()

while (it != head.end())

if (\*it != temp)

{

~~new~~ H'.push\_back(\*it)

}

it++;

}

lo = removeMin and Return BHeap(temp);

new\_heap = union(H', lo)

new\_heap = adjust(~~new~~ H')

return H';

}