

# Binomial heap insert

IBM18CS081

```
list <Node *> insertHeap (list <Node *> heap, Node * tree)
{
    list <Node *> temp;
    temp.push_back(tree);
    temp = unionBinomialHeap(heap, temp);
    return adjust(temp);
}
```

```
list <Node *> remove (Node * tree)
{
    list <Node *> heap;
    Node * temp = tree->child;
    Node * lo;
    while (temp)
    {
        lo = temp;
        temp = temp->sibling;
        lo->sibling = NULL;
        heap.push_front(lo);
    }
    return heap;
}
```

```
list <Node *> insert (list <Node *> head, int key)
{
    Node * temp = newNode(key);
    return insertHeap(head, temp);
}
```

```
Node * getMin (list <Node *> heap)
{
    list <Node *> iterator it = heap.begin();
    Node * temp = *it;
}
```



```

while (it != heap.end()) {
    if (*it -> data < temp -> data)
        temp = *it;
    it++;
}

```

```

return temp;
}

```

```

temp = getmin(-heap);

```

```

list <Node*> :: it = heap.begin();

```

```

while (it != heap.end()) {

```

```

    if (it != temp) {

```

```

        newheap.push-back(*it);

```

```

        it++;
    }
}

```

```

b = unionmin from tree return BHeap(temp);

```

```

newheap = unionBinomialHeap(newheap b);

```

```

newheap = adjust(newheap);

```

```

return newheap;
}

```

```

}

```

Revanth.NM