

⇒ PSEUDO CODE

Insert Function: (Input: head, key)

Node \*temp = newNode(key);

list <Node\*> t;

t.push-back(temp);

t = union BH(-head);

return adjust(t);

}

adjust (list <Node\*> heap) {

if (heap.size() <= 1) return heap;

list <Node\*> new\_heap;

auto it1, it2, it3;

it1 = it2 = it3 = heap.begin();

if (heap.size() == 2) {

it2 = it1;

it2++;

it3 = heap.end();

} else {

it2++

it3 = it2;

it3++;

} while (it1 != heap.end()) {

```
if (it2 == heap.end()) it1++;
```

```
else if (it1 → degree < it2 → degree) {
```

```
it1++, it2++;
```

```
if (it3 != heap.end()) it3++;  
}
```

```
else if (*it1 → degree == it2 → degree) {
```

```
Node *temp;
```

```
it1 = merge (*it1, *it2);
```

```
it2 = heap.erase(it2);
```

```
if (it3 != heap.end()) it3++;
```

```
}
```

```
else if (it3 != heap.end() && it1 → degree == it2 → degree &
```

```
it → degree == *it3 → degree) {
```

```
*it1++, it2++, it3++;
```

```
}
```

```
return heap;
```

```
}
```

```
Function Getmin (list <Node*> heap) {
```

```
auto it = heap.begin();
```

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

```
if (*it → data < heap → data) heap = *it;
```

```
it++;
```

```
}
```



```
⇒ lo = ren (tup);  
new.heap = union SH (new.heap, b);  
new.heap = adjust (new.heap);  
return new.heap;
```

3