Implement following functions on Binomial heap

1, delete(H)

2, decreasekey(H)

```
void  decreasekeyBHeap(Node *H, int old_val, int new_val)
 {
     Node *node = findNode(H, oldval);
     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 Nil;
     decreasekeyBHeap (h, val, INT_MIN);
     return extractMinBHeap(h);
 }

void *findNode(Node *h, int val)
{
    if (h == NULL)
         return NULL;
    if (h→val == val)
         return h;
    Node *res = findNode(h→child, val)
    if(res != NULL)
          return res;
    return findNode(h→sibling, val);

}
```

Thalini S
1BM19CS40

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