

```
void decreasekeyval ( oldVal , newVal )
{
    BinomialHeapNode temp = Node.findNode ( oldNode );
    if (temp == null)
        return;
    temp.key = newVal;
    BinomialHeapNode tempParent = temp.parent;
    while ( (tempParent != NULL) && (temp.key <
        tempParent.key) )
    {
        int z = temp.key;
        temp.key = tempParent.key;
        tempParent.key = z;
        temp = tempParent;
        tempParent = tempParent.parent;
    }
}

void delete (int val) {
    if (Node != null && Node.findKey(val)
        != null)
    {
        decreasekeyval (val, findmin() - 1)
        extractmin();
    }
}
```