Aps Lab 10 Binomial Hear

(Node a h , int wall { dele

if (Ih) return Noll:

decresse key Bheap (M, val, INI MIN)

return extract min Heap(h);

decrease Bheap (wode a It, int olar, int new x) of

Node x node: Fina Node (h, oldx); if (Inode) return:

Node - KW -- newy;

Node « patent: node = parch;

while (parent = NULL 29 Node -> (x) & parent -> Val) swap (node -> val , parent -> val)

Node : parent ;

Parent - parent -> parent;

extract Win bear (node + h) {

3

If (Ih) return NULL; Node a min-prey = NULL:

Node a min = h.

int min = h > yeal;

Node or Corr = h.

while (cold -s sibling! = NULL) f if ((uvi > sibling) -> Kal -> min){

min = corr -> sibling -> (al)

min . prex = Cuit.

min = (viv -> siblins;

CUIT = CUIV > silling

Page No. if (min-prev = NULL + min-ssibling = = NULU) him else if (min - prev == NULL) h = min -> siblings else it (min).
else min-prev -> sibling = min-sibling if (min -> child) { veriers list (min - child); min - child > ribling = NULL. 4 return union Bheze (4, root) 3 Find wode (node + h , lat (al) & if (Ih) return MU; if (n= val == val) rehin h Mode rer : fina Nodo (hochild rall) if (ITC) = NULL) return res return find Node (to sibling, val); 4 rever flist (Node a h) { ; [(h > Sibling) & revest list (no sibling) h-) sibling - sibling : h; y else root = hi