Ajay Mittur
Binomial Heap
Deletion
1BM18CS006

```
struct Node {
    int val, degree;
    Node* parent, *child, * sibling;
        int key
    Node() {
        val = key;
        degree = 0;
        child = sibling = parent = NULL;
    }
};

void decreaseKeyBHeap(Node *H, int old, int new){
    Node* node = findNode(H, old);
    if (node == NULL)
        return;
    node->val = new_val;
    Node* parent = node->parent;

    while (parent && parent->val > node->val){
        swap(node->val, parent->val);
        node = parent;
        parent = parent->parent;
    }
}

Node * heapDelete(Node *h, int val) {
    if (!h)
        return NULL;
    decreaseKeyBHeap(h, val, INT_MIN);
    return extractMinBHeap(h);
}
```