

* Write-up

```

public void delete (int value) {
    if ((Nodes != null) && (Nodes.findNodeWithKey (Value) != null)) {
        id decreaseKey Value (value, findMinimum() - 1);
        extractMin();
    }
}

```

```

}

public void decreaseKey Value (int old-value, int new-value) {
    BinomialHeapNode temp = Nodes.findNodeWithKey (old-value);
    if (temp == null)
        return;
    temp.key = new-value;
    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;
    }
}
}

```

```

public BinomialHeapNode findNodeWithKey (int value) {
    BinomialHeapNode temp = this, node = null;
    while (temp != null) {
        if (temp.key == value) {
            node = temp;
            break;
        }
        if (temp.child == null) {
            temp = temp.sibling;
        }
        else {
            node = temp.child.findNodeWithKey (value);
            if (node != null)
                temp = temp.sibling;
            else
                break;
        }
    }
    return node;
}

```