

10] Delete(h) & Decreasekey(h) function on Binomial heap.

//Decrease key(h) Function

```
void decreasekeyBHeap (Node *h, int old_val, int new_val)
{
    Node *node = findNode (h, old_val);
    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;
    }
}
```

//Function to delete an element

```
Node *binomialHeapDelete (Node *h, int val)
{
    if (h == NULL)
        return NULL;
    if (h->val == val) decreasekeyBHeap(h, val, INT_MIN);
    return return extractMinBHeap(h);
}
```

// Function find Node

```
Node *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);
}
```

