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Write - Up

④ Binomial Heap

Delete (H) Algorithm :-

```
public void delete (int value)
{
   if ((Nodes != null) && (Nodes.findANodeWithKey (value) != null))
   {
      decreaseKeyValue (value, findMinimum() - 1);
      extractMin();
   }
}
```

DecreaseKey (H) Algorithm :-

```
public void decreaseKeyValue (int old_value, int new_value)
{
   BinomialHeapNode temp = Nodes.findANodeWithKey (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;
```


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Continued....

```
        tempParent.Key = z;
        temp = tempParent;
        tempParent = tempParent.parent;
    }
}
```


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