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ADS

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18M18CS043

```
function delete(Node* h, int val)
```

```
{
```

```
    if (!h) return NULL;
```

```
    decreaseKeyBHeap(h, val, INT_MIN);
```

```
    return extractMinHeap(h);
```

```
}
```

```
function decreaseKeyBHeap(Node* H, int oldv, int newv)
```

```
{
```

```
    Node* node = findNode(H, oldv);
```

```
    if (!node) return;
```

```
    node->val = newv;
```

```
    Node* parent = node->parent;
```

```
    while (parent != NULL && node->val < parent->val)
```

```
    {
        swap(node->val, parent->val);
```

```
        node = parent;
```

```
        parent = parent->parent;
```

```
    }
```

```
}
```

function \rightarrow extractMinHeap (Node \ast h) {

if (!h) return NULL;

Node \ast minPrev = NULL;

Node \ast min = h;

int minVal = h \rightarrow val;

Node \ast curr = h;

while (curr \rightarrow sibling != NULL) {

if ((curr \rightarrow sibling) \rightarrow val < minVal) {

minVal = curr \rightarrow sibling \rightarrow val;

minPrev = curr;

min = curr \rightarrow sibling;

}

curr = curr \rightarrow sibling;

}

if (minPrev == NULL & min \rightarrow sibling == NULL) h = NULL;

else if (minPrev == NULL) h = min \rightarrow sibling;

else minPrev \rightarrow sibling = min \rightarrow sibling;

if (min \rightarrow child) {

reverseList (min \rightarrow child);

min \rightarrow child \rightarrow sibling = NULL;

}

return union BTree (h, root);

}

```
function findNode (Node * h, int val) {
```

```
    if (!h) return NULL;
```

```
    if (h->val == val) return h;
```

```
    Node * res = findNode (h->child, val);
```

```
    if (res != NULL) return res;
```

```
    return findNode (h->sibling, val);
```

```
}
```

```
function revsList (Node * h) {
```

```
    if (!h->sibling) {
```

```
        revsList (h->sibling);
```

```
        h->sibling->sibling = h;
```

```
    }
```

```
    else
```

```
        revsList (h);
```

```
}
```