

Program 1b

Binomial Heap Decrease Key (u)  
Delete (u)

void decreaseKey Bin (Node \* u, int old val,  
int new val)

{

~~Node \* node~~

- // 1. Check element is present or not
- // 2. Return if the node is not present
- // 3. Reduce value to minimum
- // 4. Update the heap accordingly
- // to the reduced value

Node \* node = findNode (u, 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;  
}

// Finally return element from heap

Node \* bin Delete (Node \* h, int val)

{ // Check if heap is empty, or not

// 2. Reduce value to minimum

// 3. Delete min element from heap

if (h == NULL)

return NULL;

decrease Key Bino (h->val, INT\_MIN);

return insert(h);

}

Node \* FindNode (Node \* h, int val)

{ if (h == NULL)

return NULL;

if (h->val == val)

return h;

Node \* res = 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->Siblog, val);

}