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Delete (Node *h, val) {

if (h == NULL)

return NULL;

decreasekey (h, val, INT_MIN);

return extractMin(h);

}

void decreasekey (Node *h, int oldV, int newV)

{

Node *node = findnode (h, oldV);

if (node == NULL)

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;

}

}