

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

```
    if (h == NULL)
```

```
        return NULL;
```

```
    decreasekey (h, val, INT_MAX);
```

```
    return extractMin (h);
```

```
}
```

```
void decreasekey (Node *H, int oldval, int newval)
{
```

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

```
    if (node == NULL)
```

```
        return;
```

```
    node->val = newval;
```

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

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

```
    {
```

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

```
        node = parent;
```

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

```
    }
```

```
}
```