

~~Node~~ delete BHeap (Node *h, int val) {

if (h is NULL)
return NULL;

decrease key BHeap (h, val, INT_MIN)

return extractMinBHeap(h);

void decrease key BHeap (Node *H, int old, int new)

Node *node = findNode (H, old);

if (node is NULL)
return

node → val = new

parent = node → parent

while (parent != NULL && node → val < parent → val)

swap (node → val, parent → val);

node = parent

parent = parent → parent

// Function to Delete an Element from B-Heap.

```
Node * binoDelete (node *h, int val) {
```

```
// Check if heap is empty or not.
```

```
// Reduce value to minimum.
```

```
// Delete minimum element From Bheap
```

```
if (n == NULL)
```

```
    return NULL;
```

```
decreaseKeyBino(n, val, int.min);
```

```
return extractMin(n);
```

```
}
```

// Find node

```
Node * FindNode (node *h, int val) {
```

```
if (n == NULL)
```

```
    return NULL;
```

```
if (n->val == val)
```

```
    return h;
```

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

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

```
    return res;
```

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

```
}
```