

```
void decreaseKey (Node *H, int old_val, int new_val)
{
    Node *node = findNode (H, 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;
    }
}
```

```
Node * binomialHeapDelete (Node *h, int val)
{
    if (h == NULL)
        return NULL;
    decreaseKey (h, val, INT_MIN);
    return extractMinBHeap (h);
}
```

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