

Insert Function: (input: head, key)

```

{
    Node* temp = newNode(key);
    list<Node*> t;
    t.push_back(temp);
    t = unionH(-head, t);
    return adjust(t);
}

```

adjust(list&lt;Node\*&gt; heap)

```

{
    if(heap.size() <= 1)
        return heap;
    list<Node*> new_heap;
    auto i+1, i+2, i+3;
    i+1 = i+2 = i+3 = heap.begin();
    if(heap.size() == 2)
    {
        i+2 = i+1;
        i+2++;
        i+3 = heap.end();
    }
    else
    {
        i+2++;
        i+3 = i+2;
        i+3++;
    }
}

```



```

while(i+1 != heap.end()) {
    if(i+2 == heap.end())
        i++;
    else if(i+1 → degree < i+2 → degree) {
        i++, i++;
        if(i+3 != heap.end())
            i++;
    }
    else if(*i+1 → degree == *i+2 → degree)
    {
        Node *temp;
        *i+1 = merge(*i+1, *i+2);
        i+2 = heap.erase(i+2);
        if(i+3 != heap.end())
            i++;
    }
    else if(i+3 != heap.end() && *i+1 → degree == *i+2 → degree
        && *i+2 → degree == *i+3 → degree)
    {
        *i++, i++, i++;
    }
    return heap;
}

```

```

Function GetMin (list<Node*> heap) {
    auto it = heap.begin();
    while(i+1 != heap.end()) {
        if(*it → data < temp → data)
            temp = *it; it++;
    }
}

```



```
return temp;
}
```

```
Function extractMin( list < Node * temp )
{
```

```
list < Node * > new_heap, do, Node * temp;
temp = getMin(heap), auto it = heap.begin();
while(it != heap.end()) {
    if (*it != temp)
        new_heap.push_back(*it);
    it++;
}
```

```
do = rem(temp);
new_heap = unionBH(new_heap, do);
new_heap = adjust(new_heap);
return new_heap;
}
```