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```
void decreasekey (Node *H, int old_val, int new_val){
    Node *node = finalNode (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;
    decreasekeyBHeap (h, val, INT_MIN);
    return extractMinBHeap (h);
}
```