Binomial_Heap writeup

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1) delete(H, x):

```
Node * BinomialHeapDelete(Node * h, int key)
{
        if(h==NULL)
            return NULL;
        decreaseKey(h, key, INT_MIN);
        return extractMin(h);
}
```

2) decreasekey():

```
void decreaseKey(Node *h, int x, int k)
{   Node * node = findNode(h, x);
    if (node == NULL)
        return;
    node -> val = k;
    Node * parent = node -> parent;
    while(parent != NULL && node -> val <
                               parent -> val)
    {
        swap(node -> val, parent -> val);
        node = parent;
        parent = parent -> parent;
    }
}
Node * findNode(Node *h, int val){
    if(h==NULL) return NULL;
    if (h -> val == val) return h;
    Node * res = findNode(h->child, val);
    if (res != NULL) return res;
    return findNode(h -> sibling, val);
}
```

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