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Program 10

```
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 != NLL && node -> val (parent -> val)
    {
        Swap ( node -> val, parent -> val)
        node = parent;
        parent = parent -> parent;
    }
}
```

ii) delete (H)

```
Node *del (Node *h, int val)
{
    if (h == Null)
        return Null
    decreasekey ( h, val, INT_MIN);
    return extractMinBheap(h);
}
Node *findNode (Node *h, int val)
{
    if ( h == NULL) return NULL;
    if ( h -> val == val)
        Return h;
```

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```
Node *res = findNode(h->child, val);
if (res != NULL)
    return res;
return findNode(h->sibling, val);
}
int binomialLink(Node *h1, Node *h2)
{
    h1->parent = h2;
    h1->sibling = h2->child;
    h2->child = h1;
    h2->degree = h2->degree+1;
}
```