```
delete Node ( noot, key):
         if (root == NULI)
             setum sost
       elait (key < root > key)
               root - left = deleteNade (root -) left, Rey)
      else if (key > soot > ky)
             soots sight = deletalkale ( soots sight, key)
          E Knock with only one child
              if ((seet sleft == NULL)11
                     (root - right == NULL))
                    temp = root - left ? root-reft: roots.
                     MNO whild
                       if (teamp = = NULL)
                           temp = root
                           Just = NULL
                         not = temp.
                    foce (temp)
                  temp = min Value Node ( root - sight)
                   scot they = temp + key
                   Nort > right = deletellade (scot > right,
temp > key)
```

if (root == WLL)
return root

//get balance of root

// Left Left Case

if [balance >1 & getBalance (soot-sleft) >=0)

setum sightRotate(soot)

11 Last Right lase

it [balance >1 and getRalance (root=slegt) <0)
root -> legt = legtRotate (root -> legt)
return rightRotate (root)

// Right Right lose

if (balance < -1 and getBalance(root) <=0)
schen leftRotate (root)

1/ Right Left lose

it (balance <-1 se getBalance (root > right) >0)
root > right = RightRotate (root > right)
return ReftRotate (root)

MFinally setum soot