Insertion

```
def insert (node, value):

    it not root :
        return Node (value)

    if value == node.value :
        continue

    elif value < node.value
        node.left = insert (node.left, value)

    else
        node.right = insert (node.right, value)

    node = node.rotate_left ()
    node = node.rotate_right ( )

    return node
```

Deletion

```
def delete ( node, value ) :

    it not node :
        return node

    it value == node.value
        toll node)
        node.rotate_left ( )
        node.rotate_right ( )
        return node
```

```
elif value < node.val:
    delete (node.left, value)

else :
    delete (node.right, value)
```