```
procedure Insert (T: in Tree; V: Natural) is
    Walker: access Rec := T:
  begin
4
    loop
       if V < Walker. Data then
5
         if Walker. Left /= null then
6
           Walker := Walker Left:
7
         else.
8
           Walker.Left := Build_Leaf(V);
9
           exit:
10
        end if:
11
       elsif V > Walker. Data then
12
         if Walker. Right /= null then
13
           Walker := Walker. Right;
14
         else
15
           Walker.Right := Build_Leaf(V);
16
           exit:
17
        end if:
18
19
      end if;
    end loop:
20
  end Insert;
```