

Insertion

```
def insert(node, value):
```

```
    if not root:  
        return Node(value)
```

```
    if value == node.value:  
        pass
```

```
    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):
```

```
    if not node:  
        return node
```

```
    if value == node.value
```

```
        del(node)
```

```
node.rotate_left()  
node.rotate_right()  
return node
```

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

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