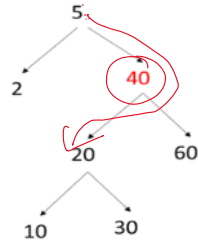
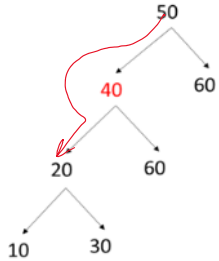


- ① newaxis = axis->left;
- ② 40->left = 20->Right;  
axis->left = newaxis->Right;
- ③ 20->Right = 40  
newaxis->Right = axis;

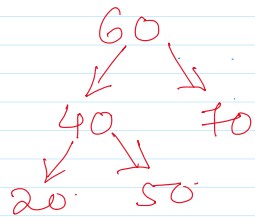
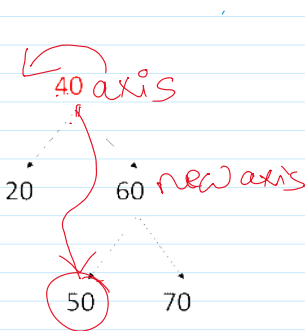
If axis is the node to be rotated  
New\_axis is the node to its left

New\_axis = axis->left;  
Axis->left = new\_axis->right;  
New\_axis->right = axis;

If(axis == root)  
Root = new\_axis;  
Else if (axis == parent->left)  
Parent->left = new\_axis;  
Else  
Parent->right = new\_axis;



## Left Rotation :



New\_axis = axis->right;  
Axis->right = new\_axis->left;  
New\_axis->left = axis;

If(axis == root)  
Root = new\_axis;  
Else if (axis == parent->right)  
Parent->right = new\_axis;  
Else  
Parent->left = new\_axis;

