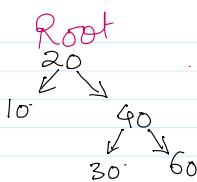
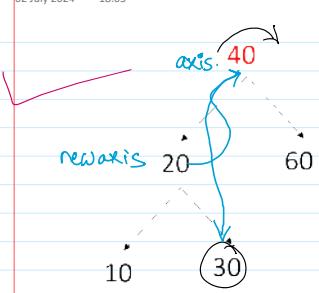


### Right Rotation ✓

02 July 2024 18:03



① newaxis = axis->left;

② 40->left = 20->Right;  
Axis->left = newaxis->right)

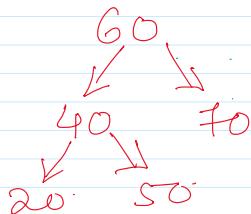
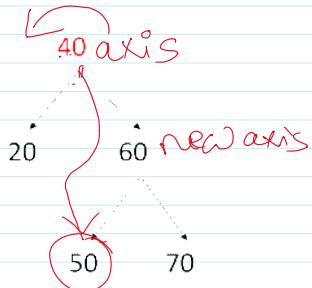
③ 20->Right = 40;  
newaxis->Right = axis;

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->left)
    Parent->left = new_axis;
Else
    Parent->right = new_axis;
```

