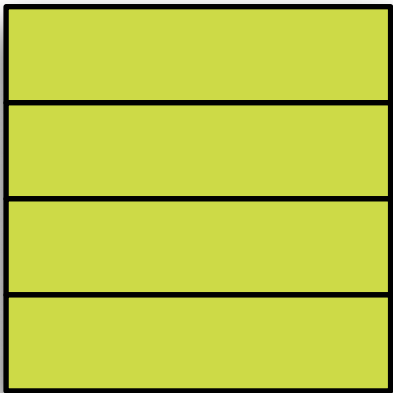



```
if (p < f) return { p, rotate(p, f, l) };  
if (l < p) return { rotate(f, l, p), p };
```

← p —

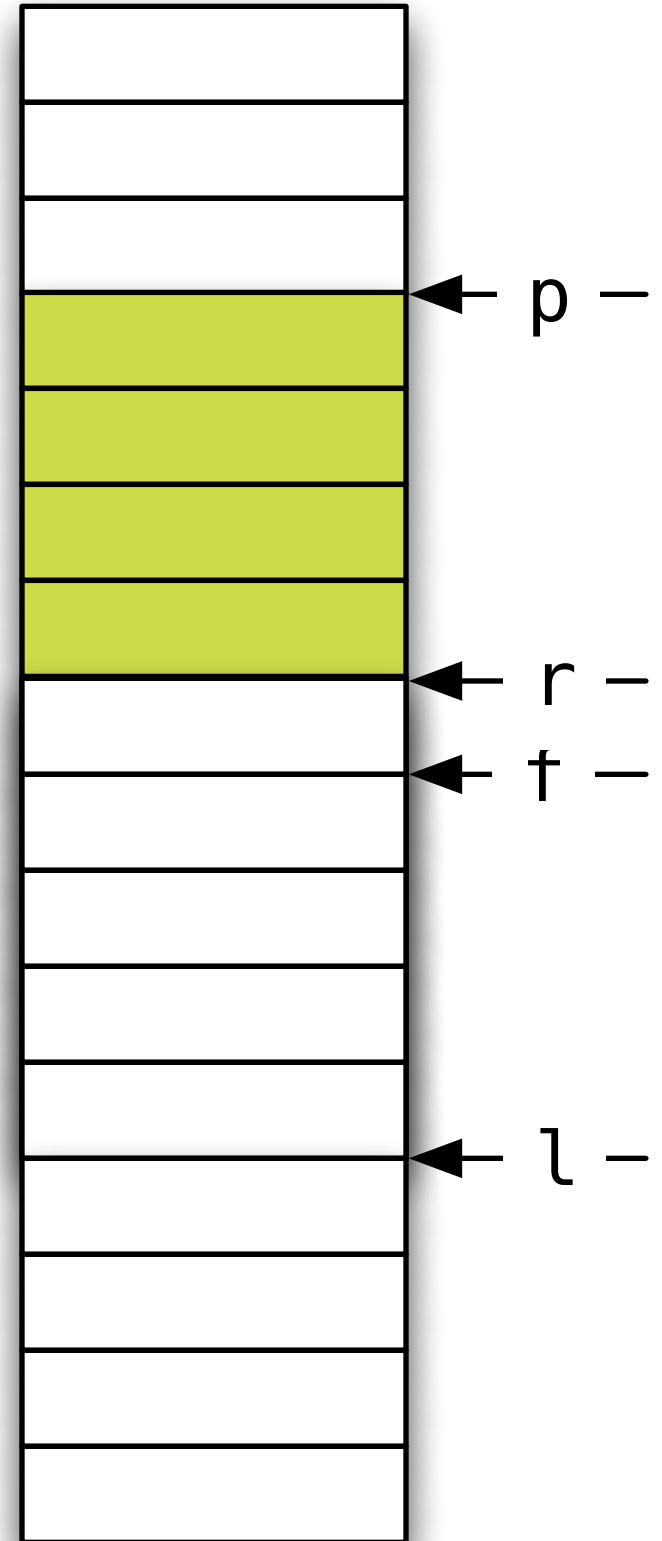
← f —

← l —



r

—



```
if (p < f) return { p, rotate(p, f, l) };  
if (l < p) return { rotate(f, l, p), p };
```



```
if (p < f) return { p, rotate(p, f, l) };  
if (l < p) return { rotate(f, l, p), p };  
return { f, l };
```