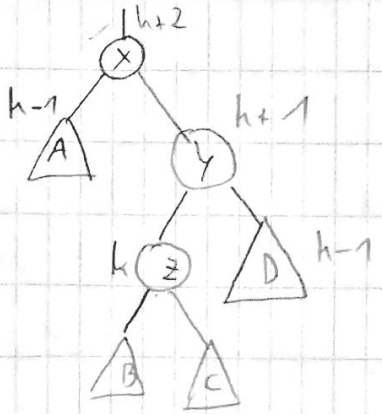
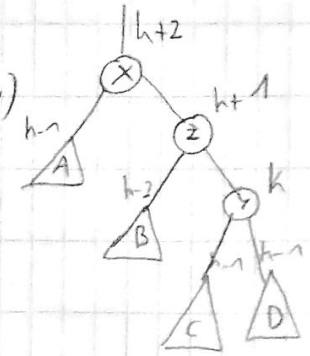
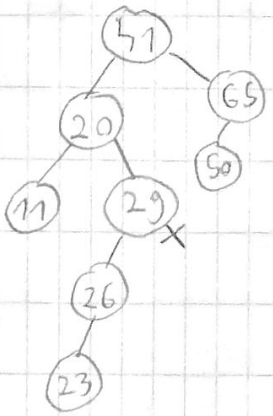
ZADATAK 1.

```
RIGHT_ROTATE (T, x)
    y = x.left
    x.left = y.right
    if (y.right ≠ NIL)
        y.right.p = x
    if (x.p == NIL)
        T.root = y
    elif (x == x.p.right)
        x.p.right = y
    else:
        x.p.left = y
    y.right = x
    y.p = x.p
    x.p = y
```

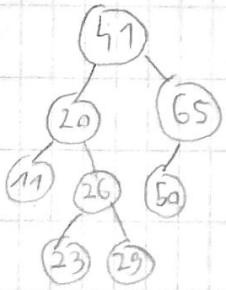



RIGHT_ROTATE(T, y)




R_R(T, x)




ZADATAK 2.

```
AVL_INSERT (T, x)
    BST_INSERT (T, x)
    node = BST_SEARCH (x, root)
    while (node != root)
        if (x.right.h > x.left.h)
            if (x.right.right.h > x.right.left.h)
                LEFT_ROTATE (T, T.root)
            else
                RIGHT_ROTATE (T, T.root->right)
                LEFT_ROTATE (T, T.root)
        else:
            if (x.left.left.h > x.left.right.h)
                RIGHT_ROTATE (T, T.root)
            else:
                LEFT_ROTATE (T, T.root.left)
        node = node.p
        node.h = max (node.left.h, node.right.h)
```

O(n lg n)

h - insert

Lgn - visina stabla