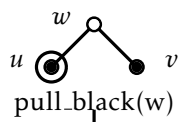


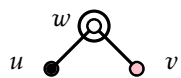
remove_fixupCase2(u)

remove_fixupCase3(u)

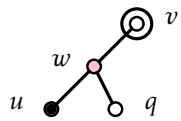
remove_fixupCase1(u)



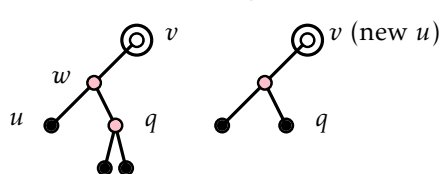
pull_black(w)



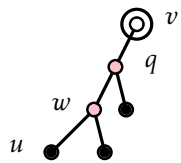
flip_left(w)



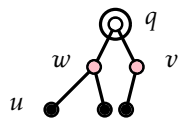
q.colour



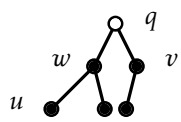
rotate_left(w)



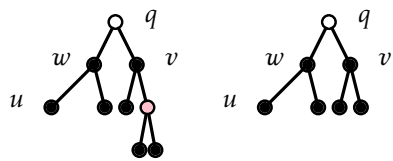
flip_right(v)



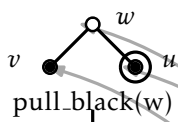
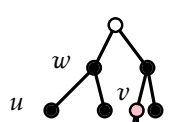
push_black(q)



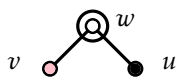
v.right.colour



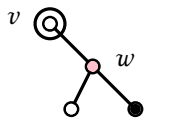
flip_left(v)



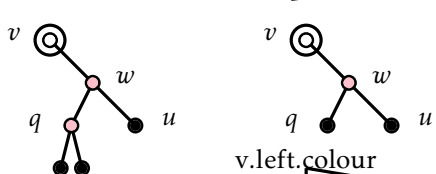
pull_black(w)



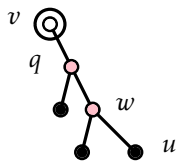
flip_right(w)



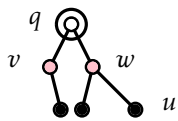
q.colour



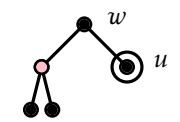
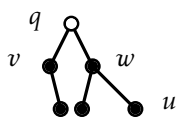
rotate_right(w)



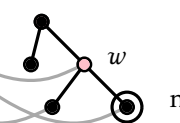
flip_left(v)



push_black(q)

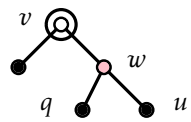


flip_right(w)

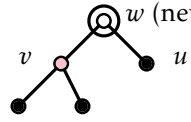


new u

v.left.colour



flip_left(v)



push_black(v)

