## PSEUDOCODICE: ROTAZIONE A DESTRA

```
1: function ROTATEDX(AVL T, NODE u)
 2:
       if u \neq \text{NIL} and u.left \neq \text{NIL} then
 3:
            v = u.left
 4:
            v.parent = u.parent
 5:
            u.parent = v
 6:
            u.left = v.right
 7:
           if v.right \neq NIL then v.right.parent = u
            v.right = u
 8:
           if v.parent == NIL then \triangleright v is the new root
 9:
                T.root = v
10:
            else
                                           ⊳ parent update
11:
               if v.parent.left == u then
12:
                    v.parent.left = v
13:
               else
14:
                    v.parent.right = v
15:
```

- Costo: O(1)
- ROTATESX simmetrica