

BST Rotation Logic

Left rotation – use when right high (balance factor positive)

usable with any subtree

“root” – is the point of imbalance

p = root's right subtree

root's right <- p's left

p's left <- root

pointer to root <- p

Right rotation – use when left high (balance factor negative)

“root” – is the point of imbalance

p = root's left subtree

root's left <- p's right

p's right <- root

pointer to root <- p