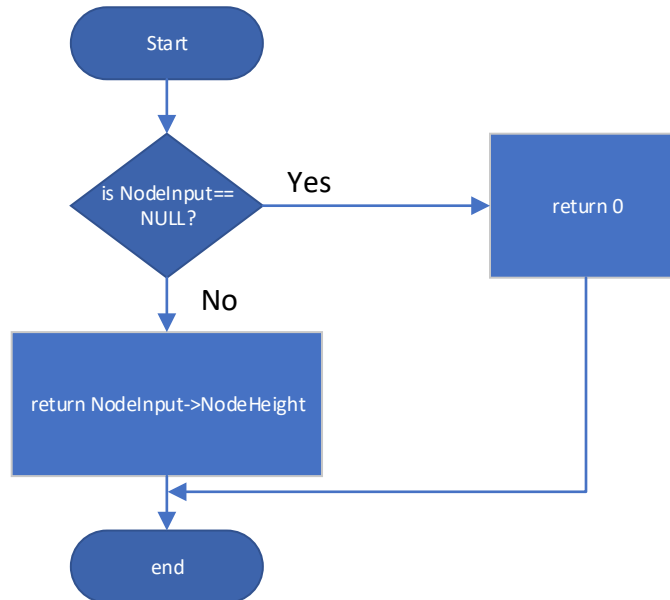
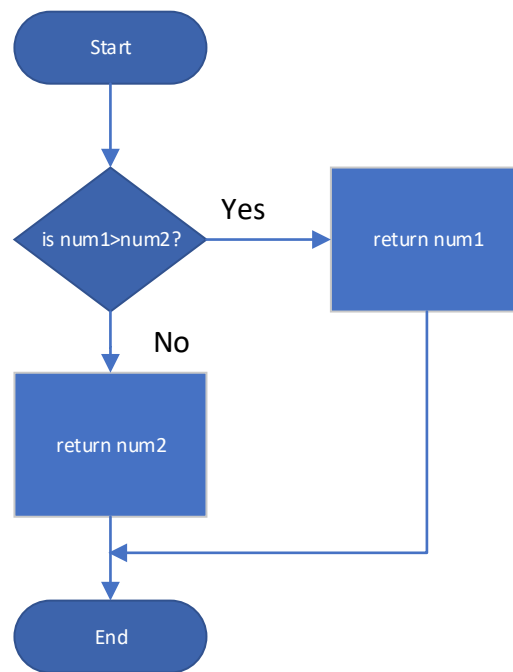


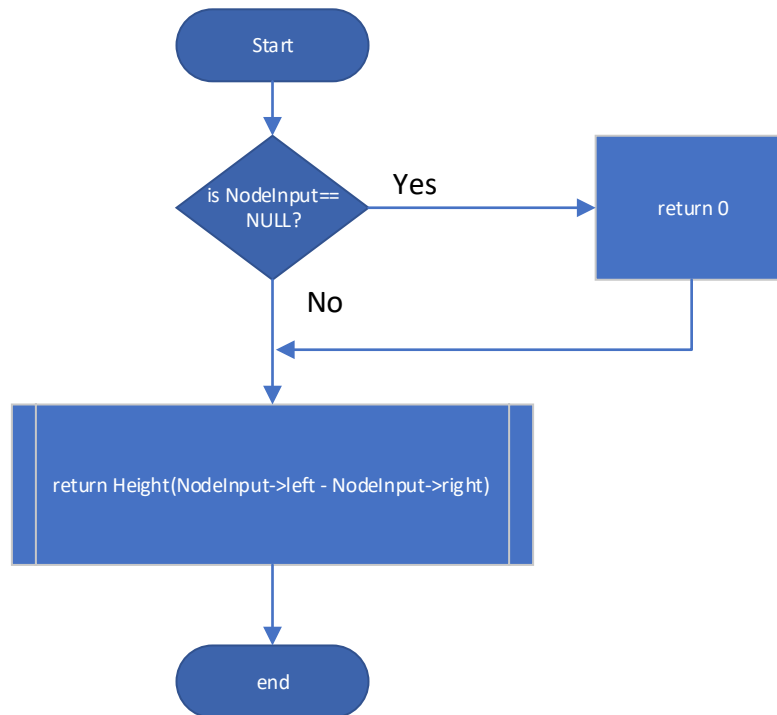
```
int Height(struct node  
*NodeInput)
```



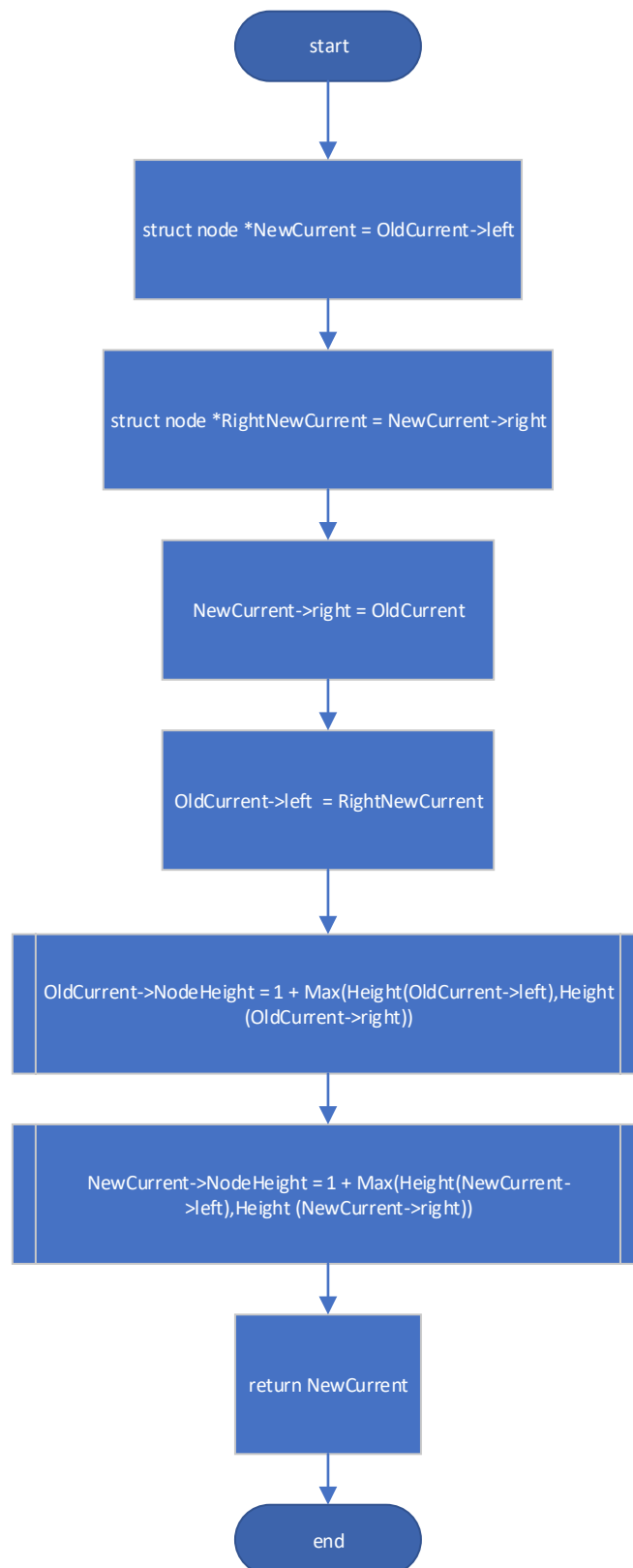
int Max(int num1, int num2)



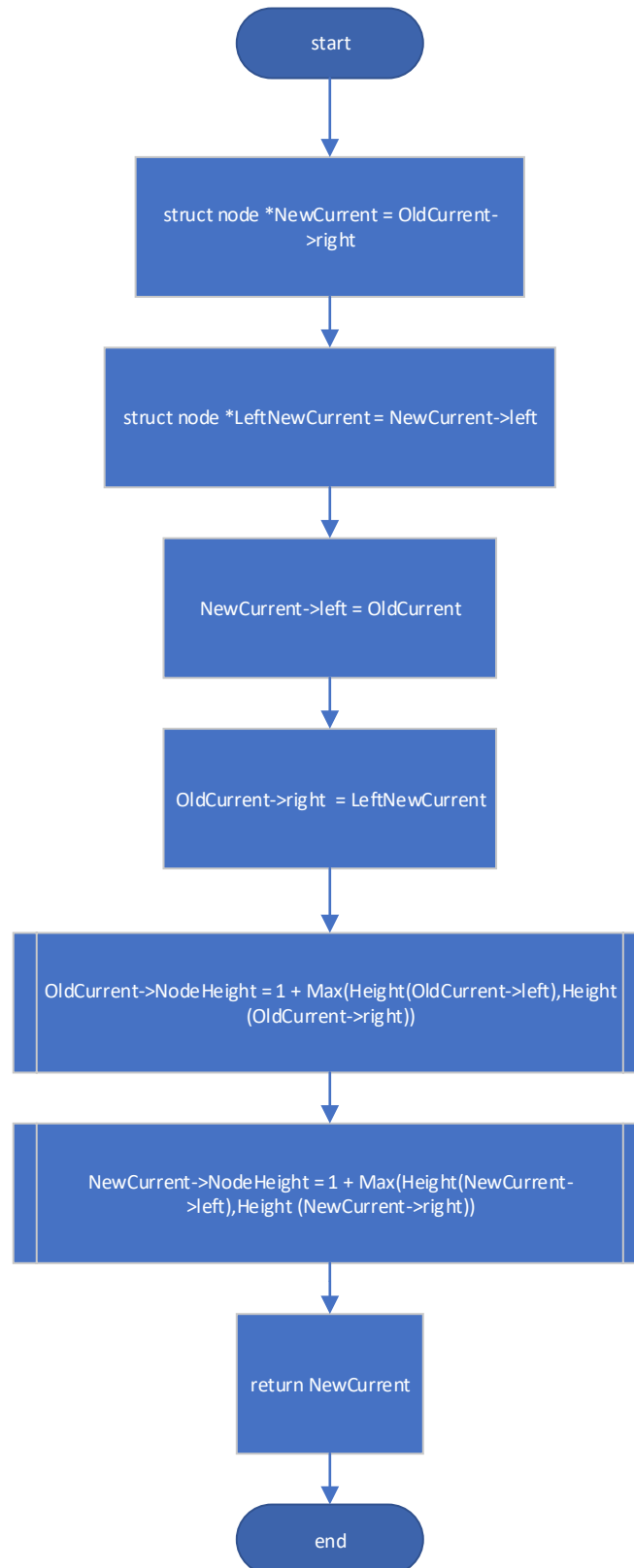
```
int CheckBalance(struct node  
    *NodeInput)
```



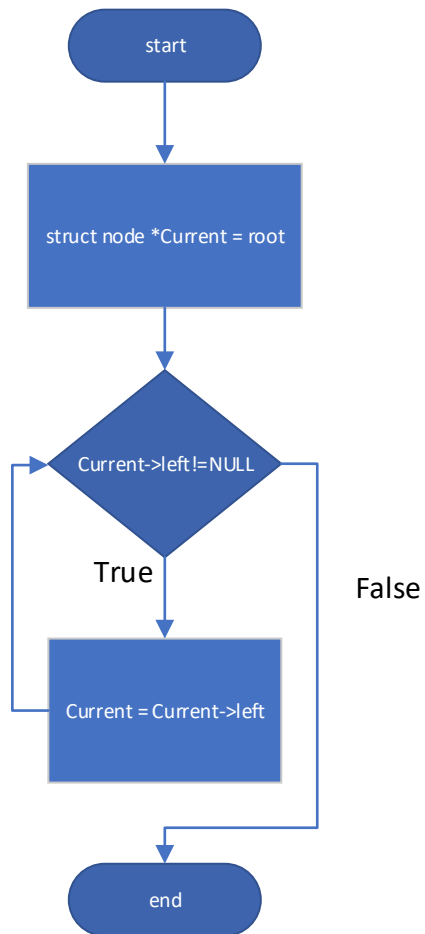
```
struct node *RightRotate(struct node  
*OldCurrent)
```



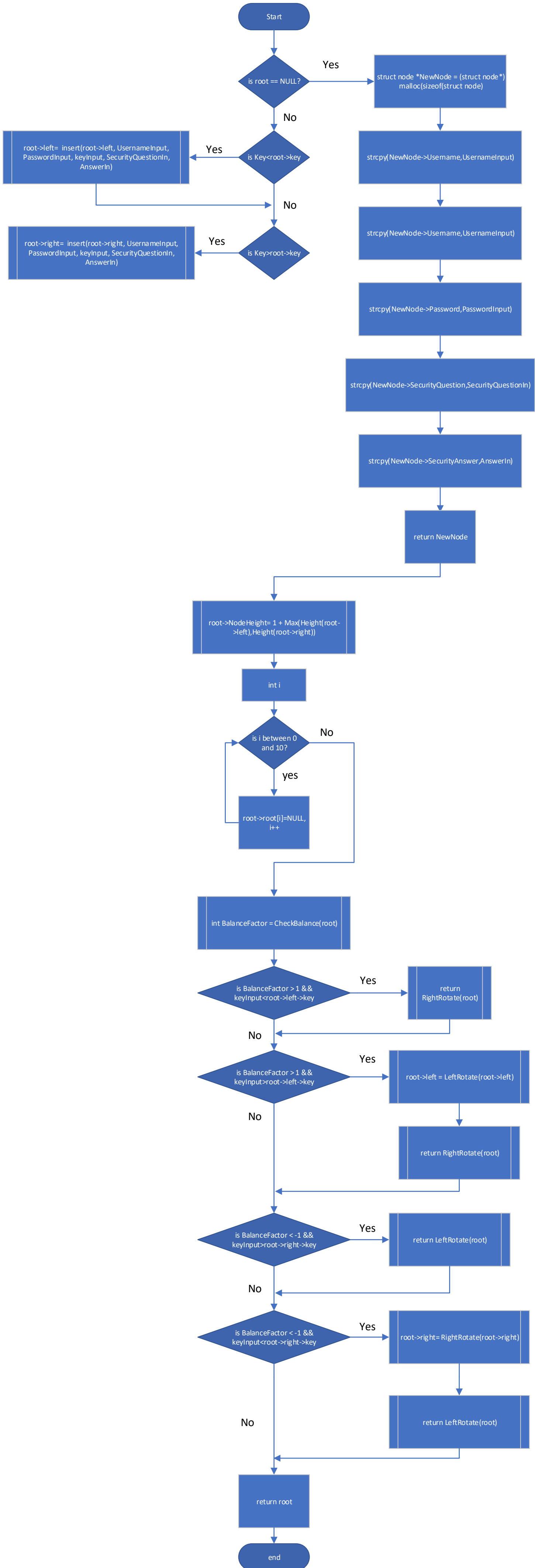
```
struct node *LeftRotate(struct node  
*OldCurrent)
```



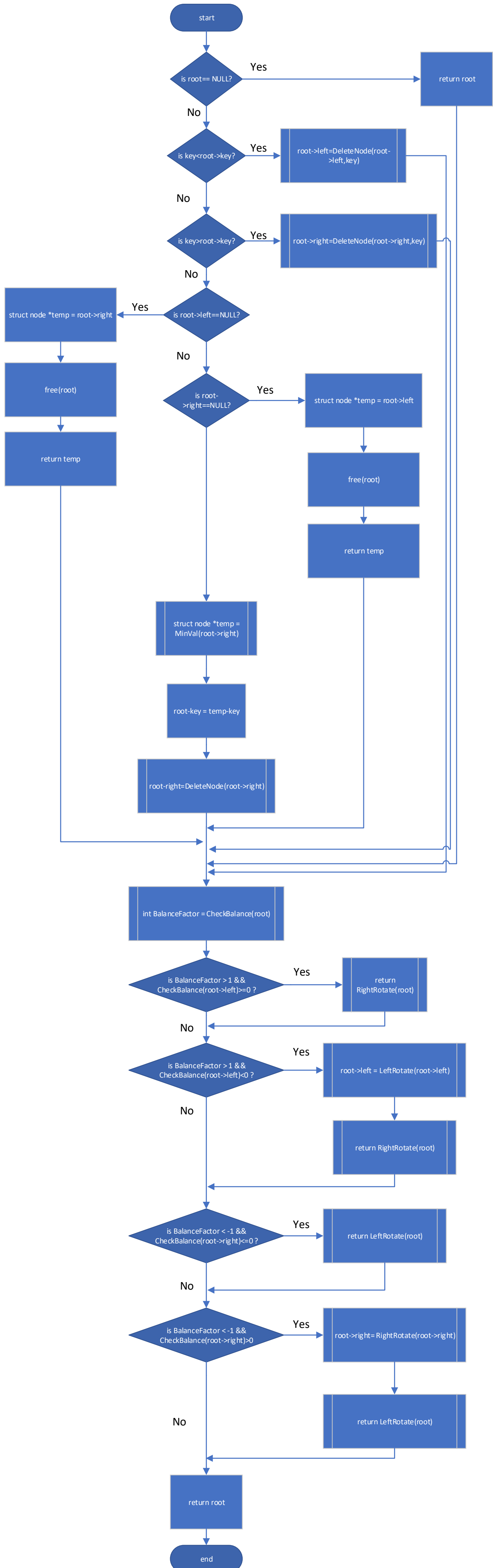
```
struct node *MinVal(struct node  
    *root)
```



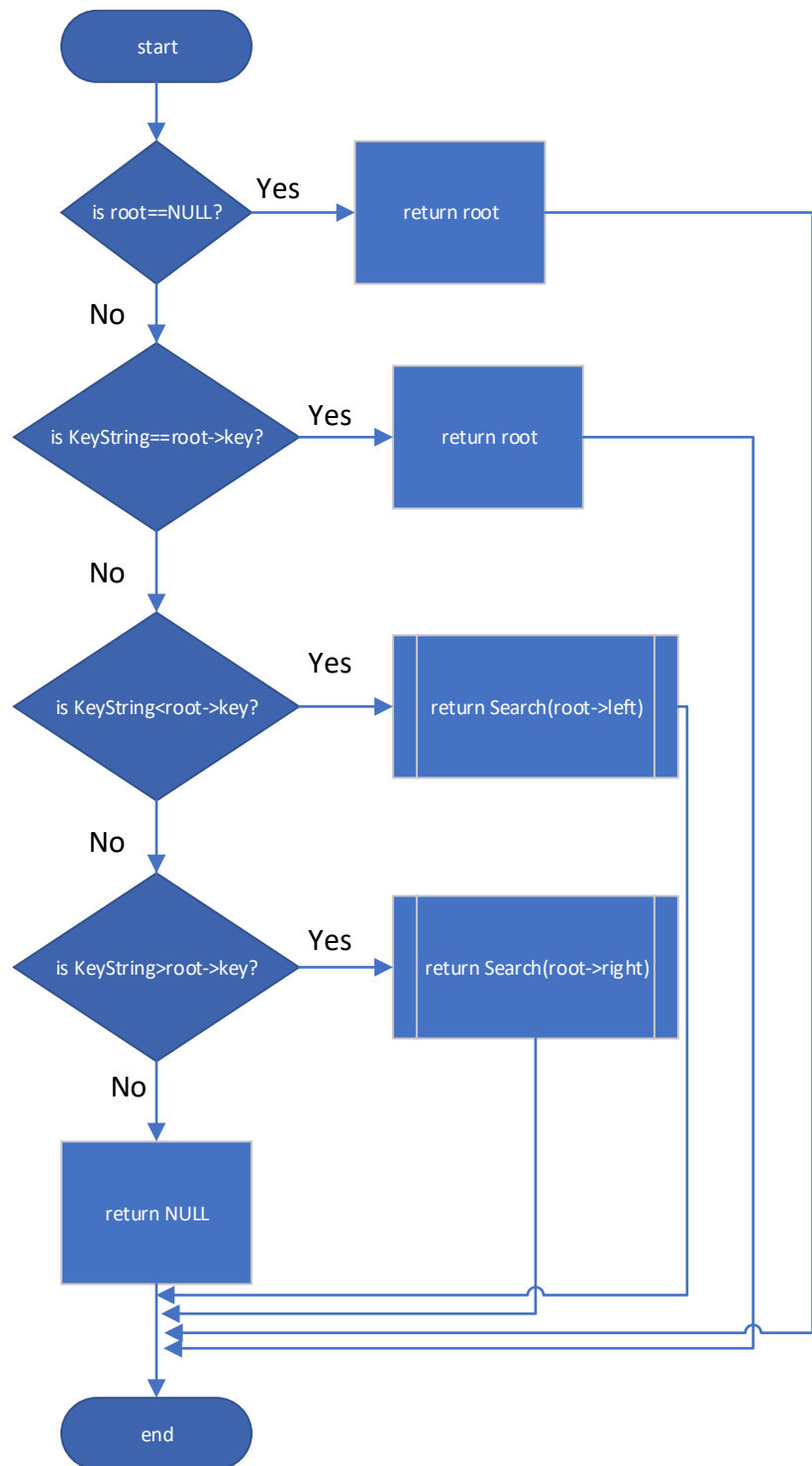
struct node *insert(struct node *root,char *UsernameInput, char *PasswordInput,int keyInput, char *SecurityQuestionIn, char *AnswerIn)



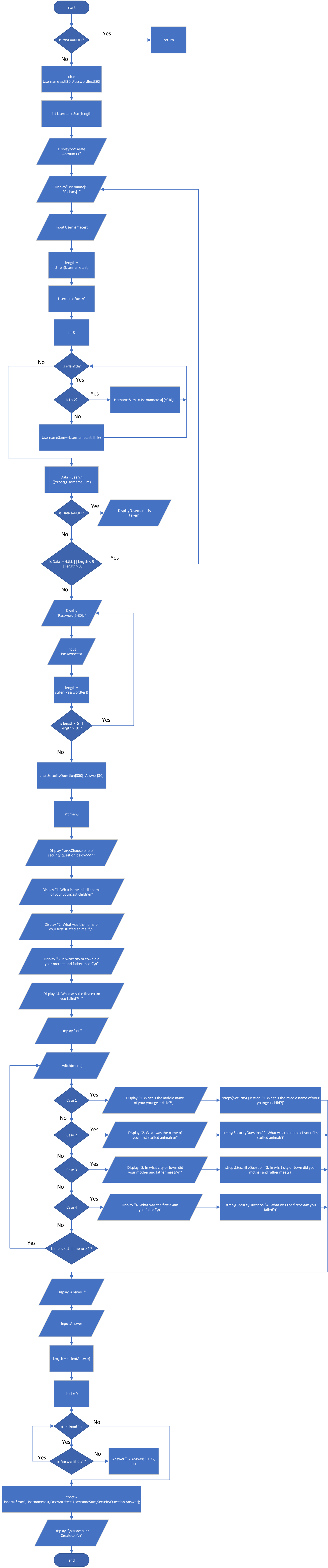
struct node *DeleteNode(struct node
*root, int key)



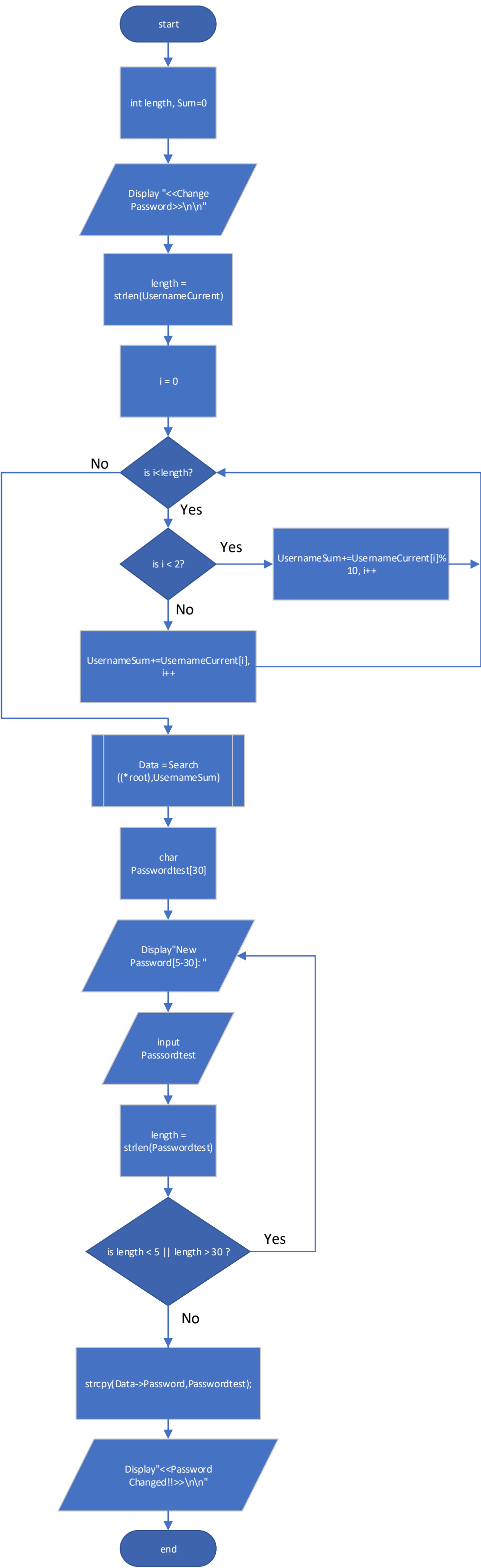

```
struct node *Search(struct node  
*root, int KeyString)
```



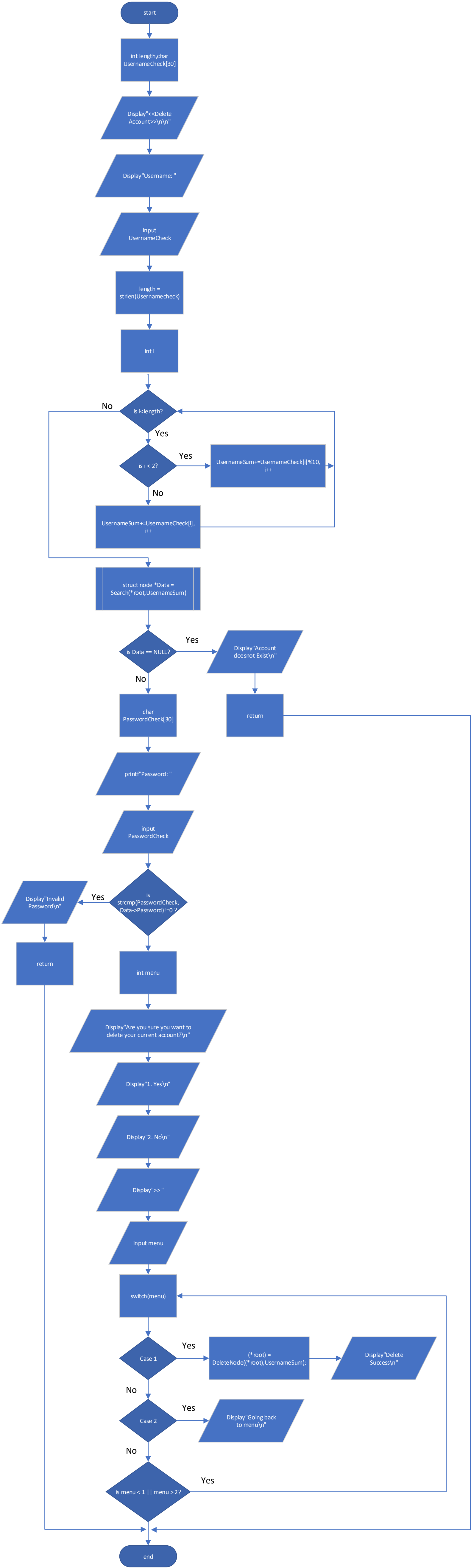
void CreateAccount (struct node
**root)



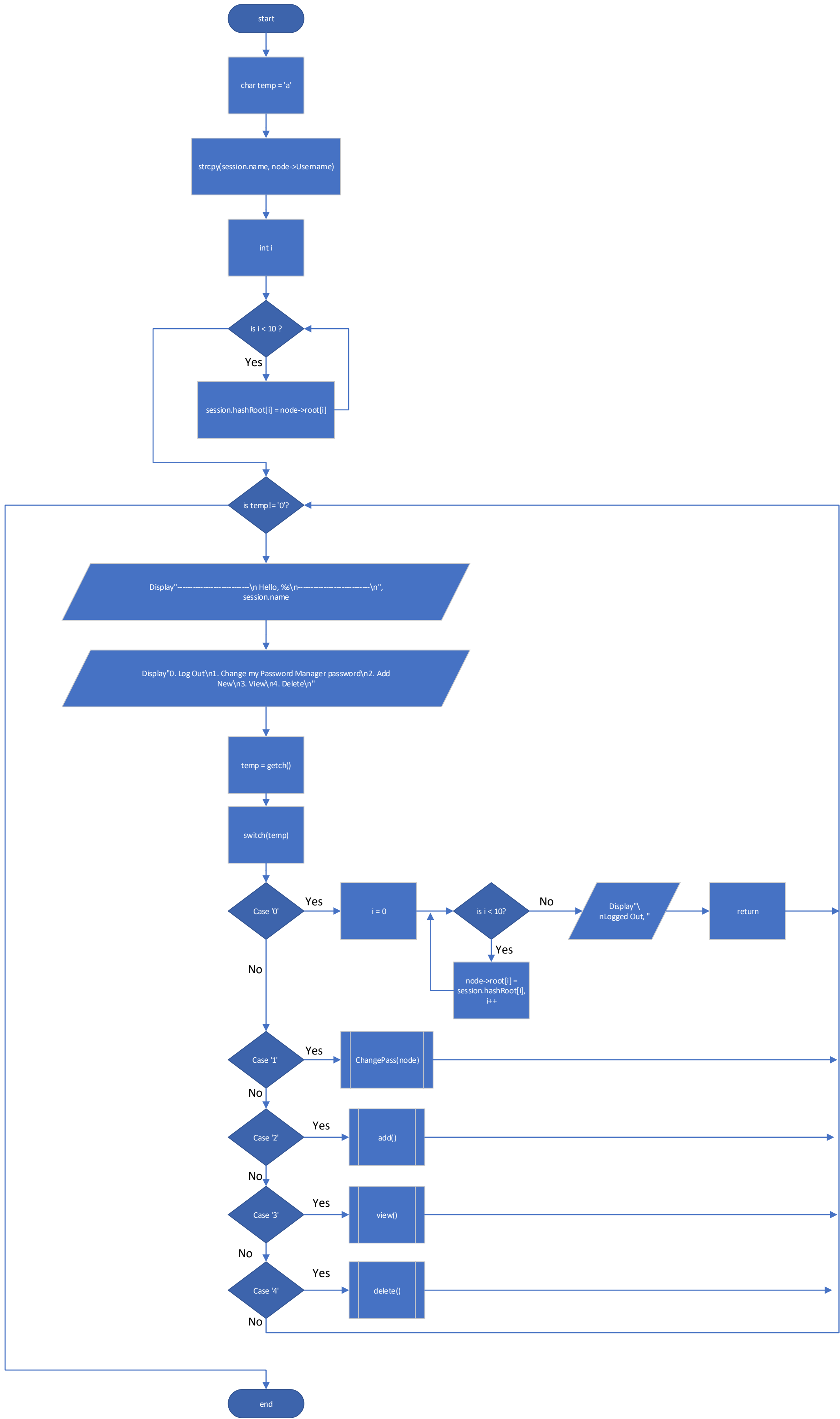
void ChangePass (struct node *root)



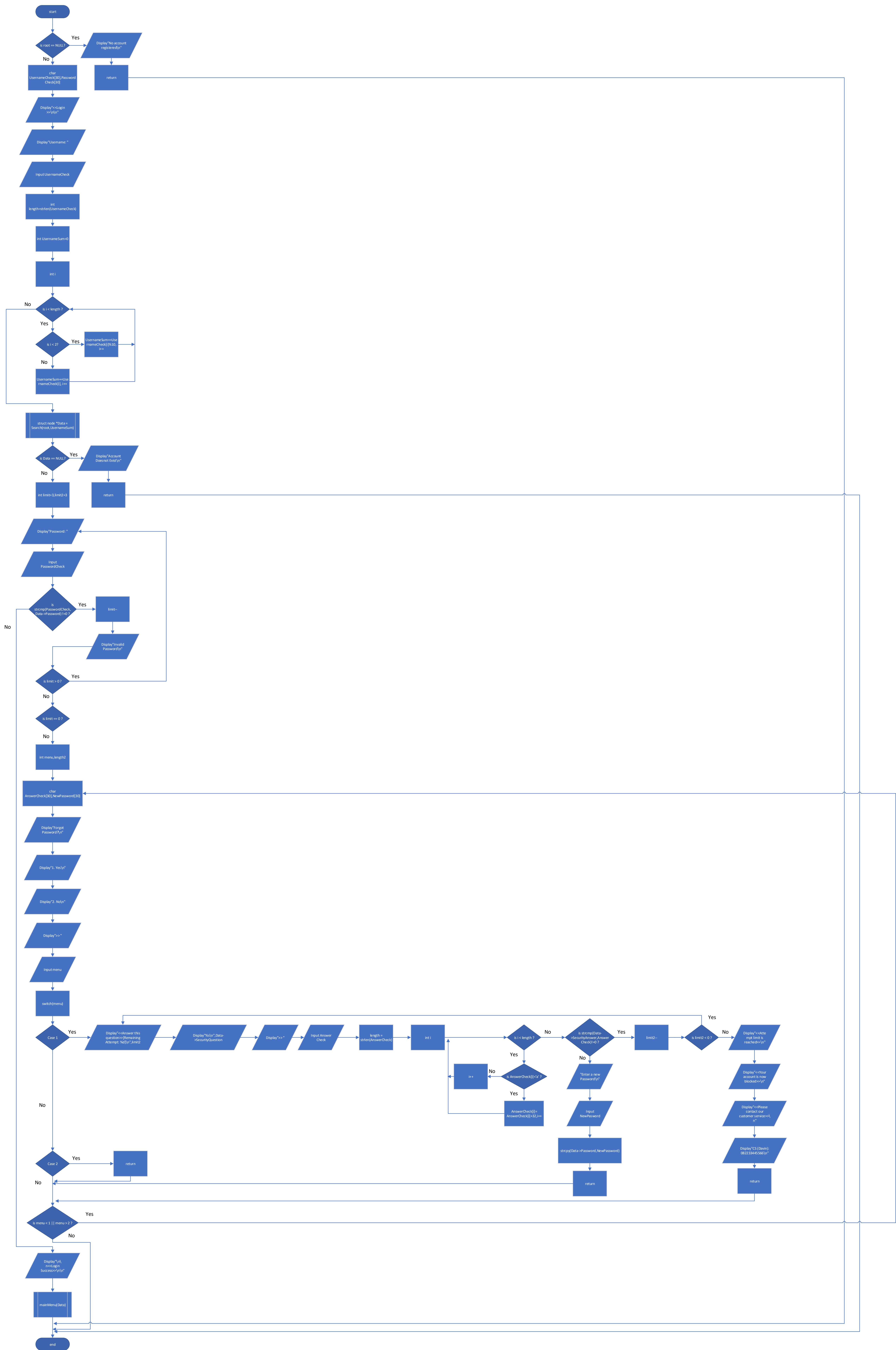
void DeleteAccount(struct node
**root)



```
void mainMenu (struct node *node)
```



```
void LoginAccount (struct node *root)
```



```
#include "Menus.c"
```

```
char UsernameCurrent[30];  
int HashKey;
```

```
int main()
```

