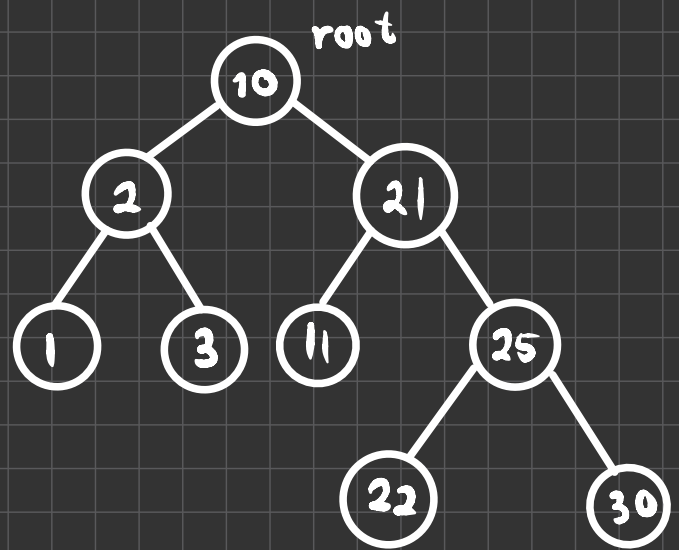


```

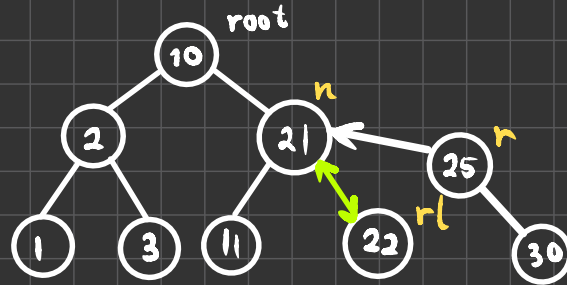
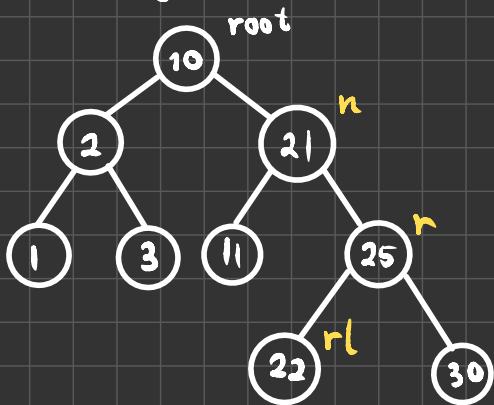
public AVLNode rotateRightChild(AVLNode n) {
    AVLNode r = n.right;
    AVLNode rl = n.right.left; // can be null
    n.right = rl;
    if (rl != null) {
        rl.parent = n;
    }
    r.left = n;
    r.parent = n.parent;
    n.parent = r;

    AVLNode.updateHeight(n);
    AVLNode.updateHeight(r);
    return r;
}

```



Calling rotateRightChild (t.root.right)



```

n.right = rl;
if (rl != null) {
    rl.parent = n;
}

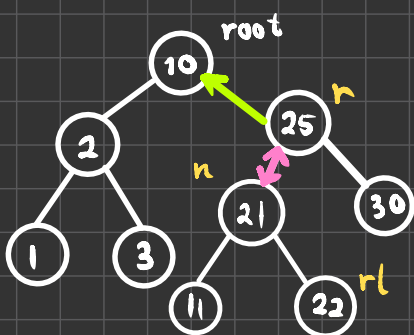
```

Note that r.parent = 21

```

public AVLNode rotateRightChild(AVLNode n) {
    AVLNode r = n.right;
    AVLNode rl = n.right.left; // can be null

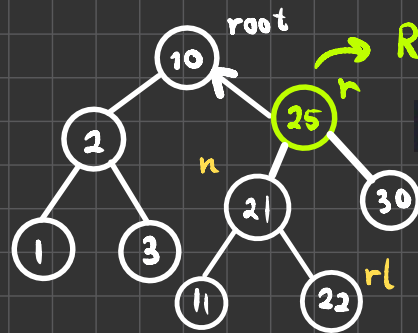
```



```

r.left = n;
r.parent = n.parent;
n.parent = r;

```



Return

```
return r;
```

t.root.right = rotateRightChild (t.root.right)

