~~제출용~~.

#7.14.

(1)

idx:	0	1	2	3	4	5	6	7	8	9	10
val:	44	12	13	88	23	11	94	39	16	20	5.

(2)

idx:	0	1	2	3	4	5	6	7	8	9	10
val:	44	12	24	13	88	16	94	39	5.	11	20

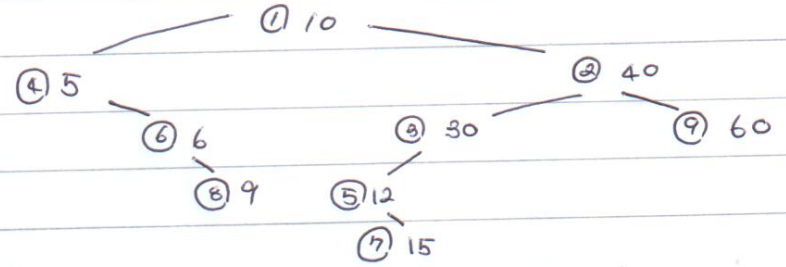
(3)

idx:	0	1	2	3	4	5	6	7	8	9	10
val:	44	12	13	11	16	20	94	88	23	39	5.

(4)

idx:	0	1	2	3	4	5	6	7	8	9	10
	44	12	13			16	94				
	88	23				5	39				
	11										

#8.17. (1)

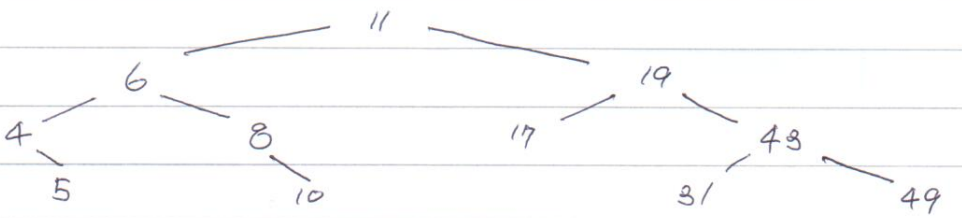


(3) 계속 우측 노드를 탐색하여 마지막의 값과 (=루프) 를 제거.

~~최대값을 제거하고~~ 재정비 추가 작업 필요.

```python
class Node:
    def __init__(self, value, parent: 'Node'=None):
        self.value = value
        self.left = None
        self.right = None
        self.parent = parent

def get_height(root: Node):
    if root is None:
        return 0
    return 1 + max(get_height(root.left), get_height(root.right))

def is_balenced(root: Node):
    if root is None:
        return True
    return is_balenced(root.left) and is_balenced(root.right) and abs(get_height(root.left) - get_height(root.right)) < 2

if __name__ == '__main__':
    a = Node('a')
    b = Node('b', a)
    e = Node('e', a)
    a.left, a.right = b, e
    c = Node('c', b)
    d = Node('d', b)
    b.left, b.right = c, d
    f = Node('f', e)
    e.right = f
    print(is_balenced(a))

```

#9.8.



*AVL 트리.