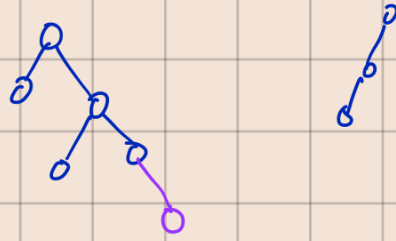


·) add():



- ① BST. Add ()
- ② Update height (from newly add node \rightarrow root)
- ③ Update BF
- ④ Fix unbalanced node

Fix unbalanced node

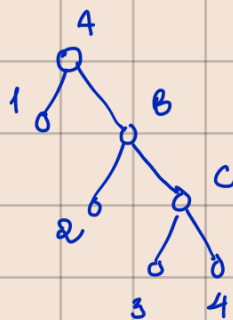
if $curr.getBF() = 2$ && $curr.getLeft().getBF() = 1$:

rot R



if $curr.getBF() = -2$ && $leftChild.getBF() = -1$:

rot L



\rightarrow

