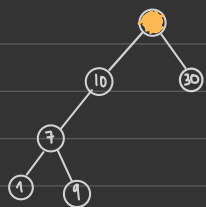
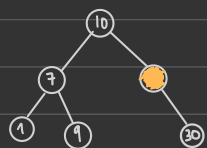


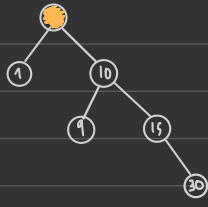
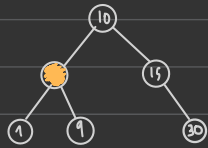
# Splay Tree

- elementos recentemente inseridos vão ocupar posições mais próximas da raiz
- inicialmente árvores binárias

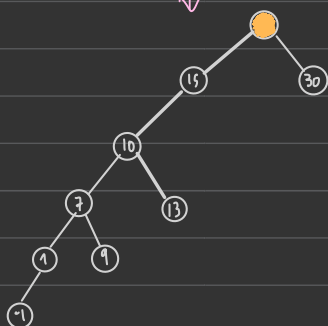
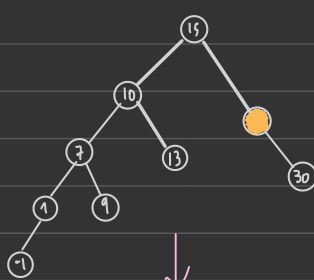
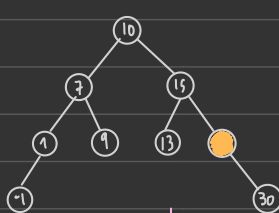
Zig (left)



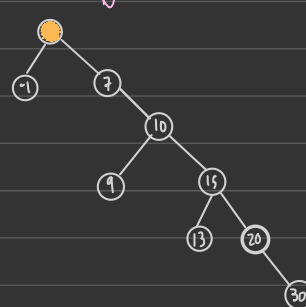
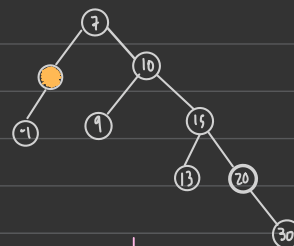
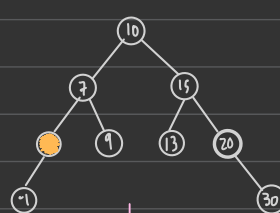
Zig (right)



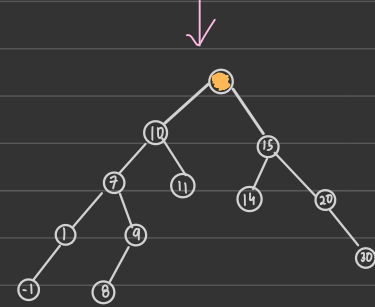
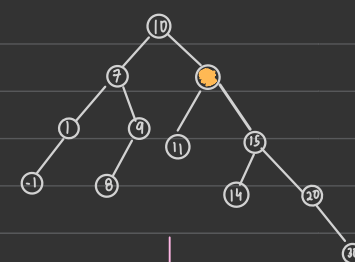
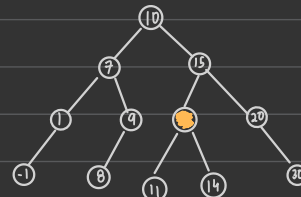
Zig Zig (left)



Zig Zig (right)

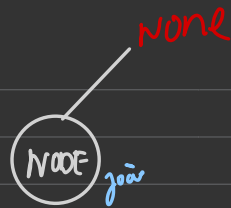


Zig Zag



iteration 1 ;

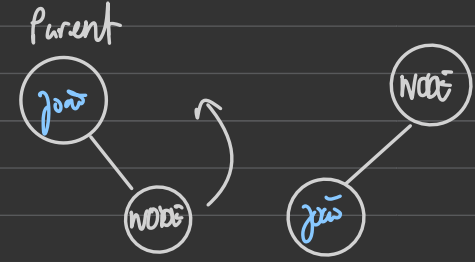
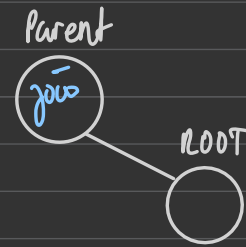
root  
None



iteration 2:



nome: Rui > João



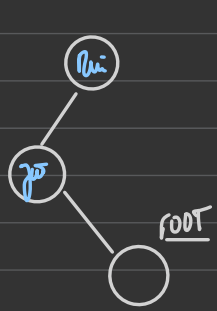
iteration 3:



nome: Manuel < Rui

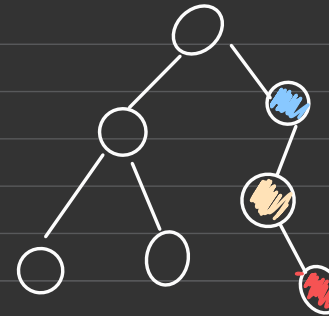
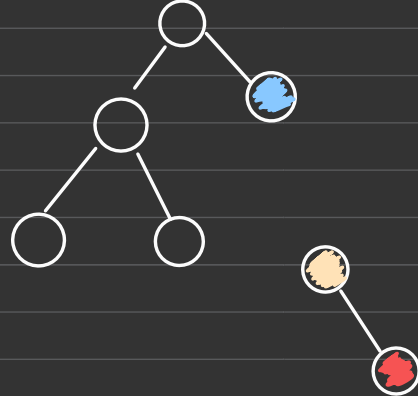
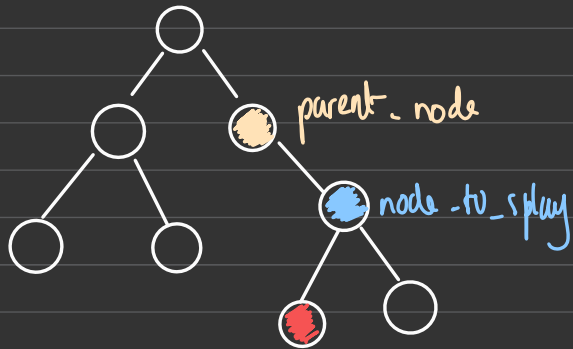


nome: Manuel > João



## Left rotation

$\text{node.right} = \text{right-node.left}$   
 $\text{right-node.parent} = \text{node.parent}$



## Right rotation

