

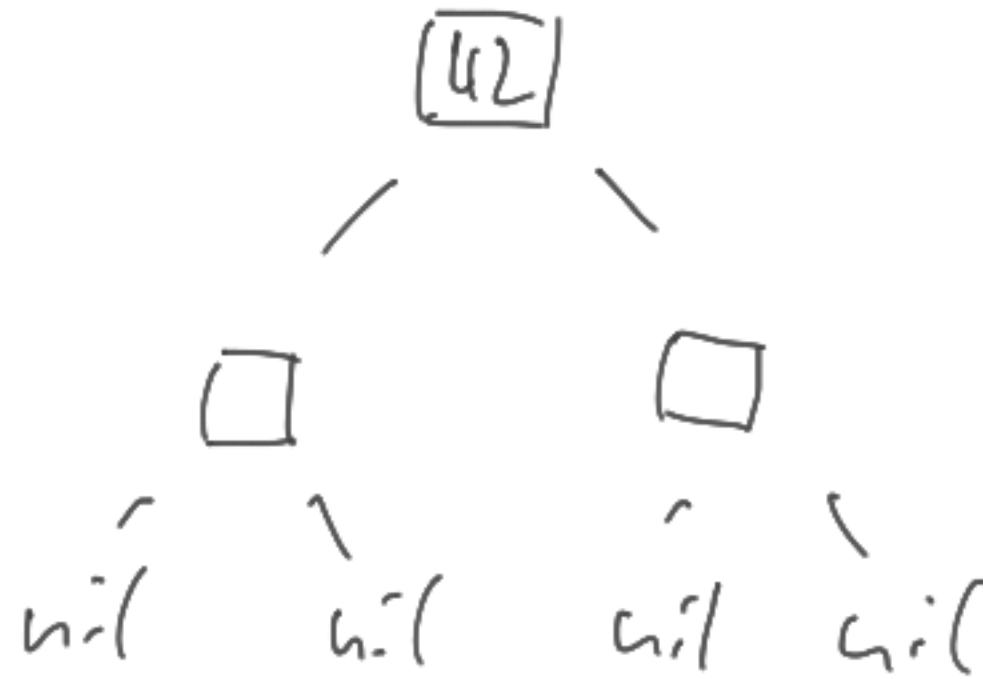
# Binäre Suchbäume

**Leerer  
Baum**



# Binäre Suchbäume

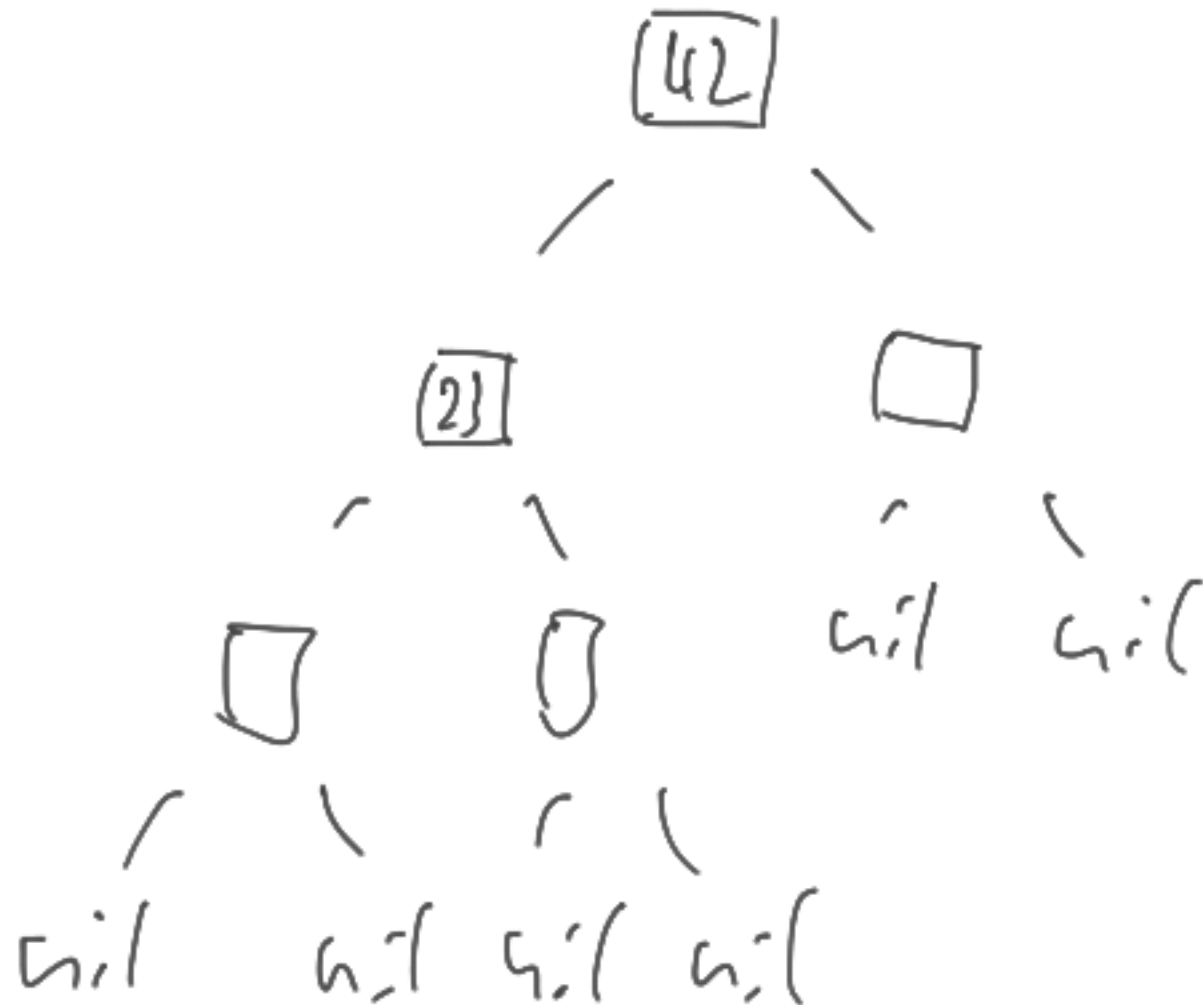
Ein  
Element  
einfügen



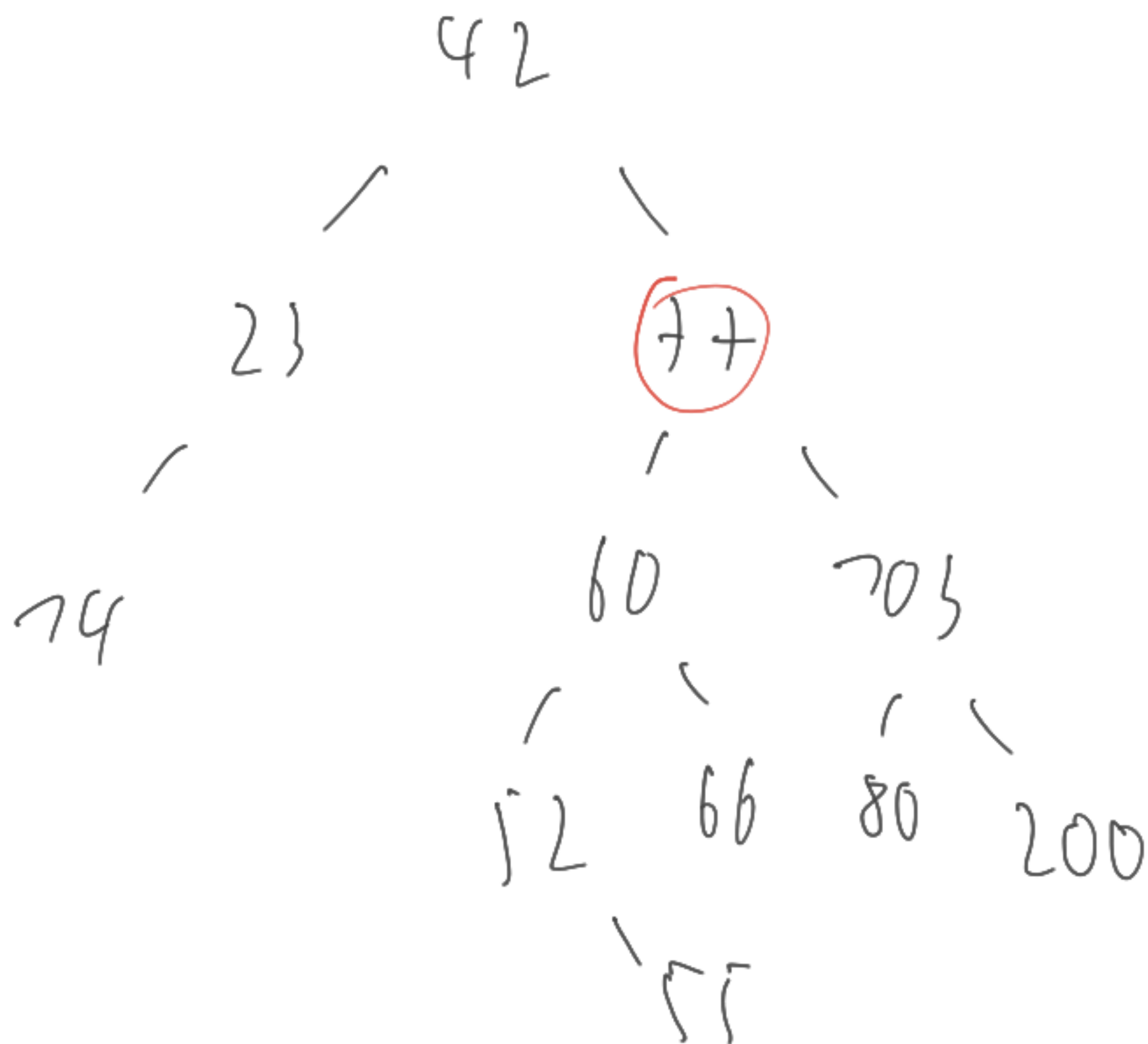
42

# Binäre Suchbäume

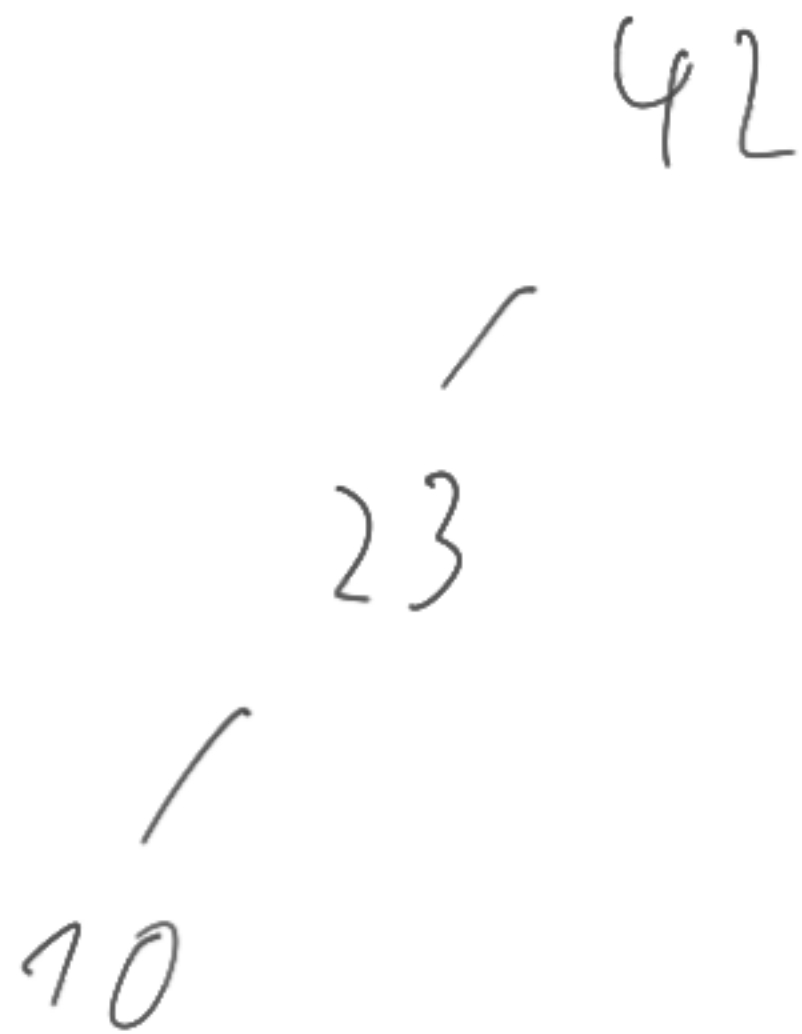
Weiteres  
Element  
einfügen



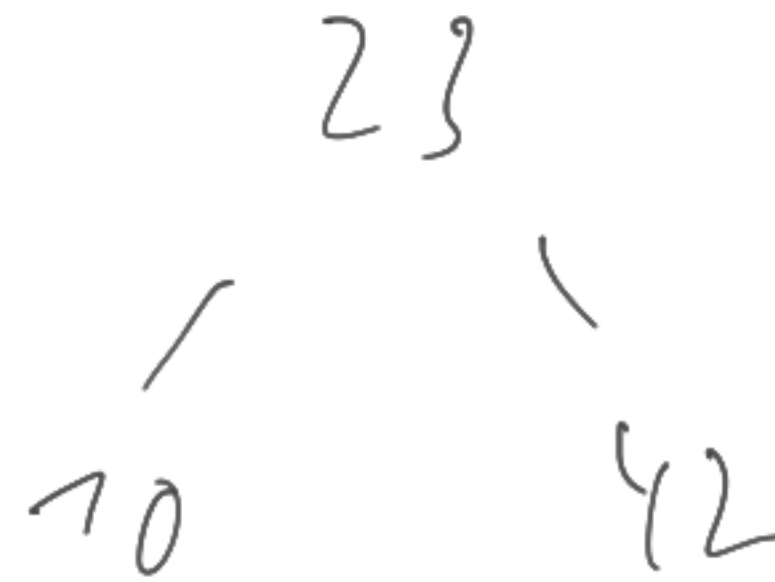
42  
23



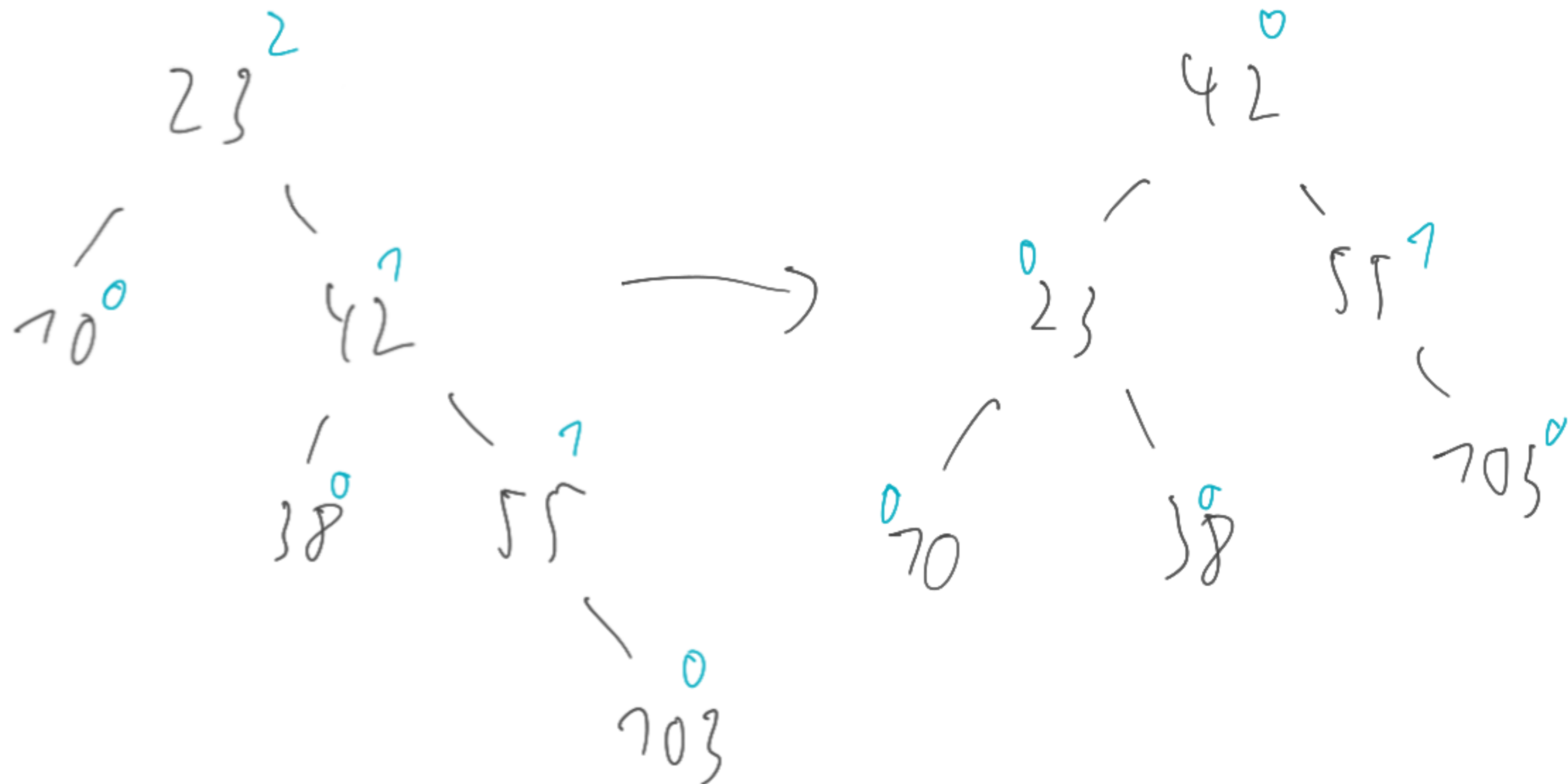
# AVL-Baum



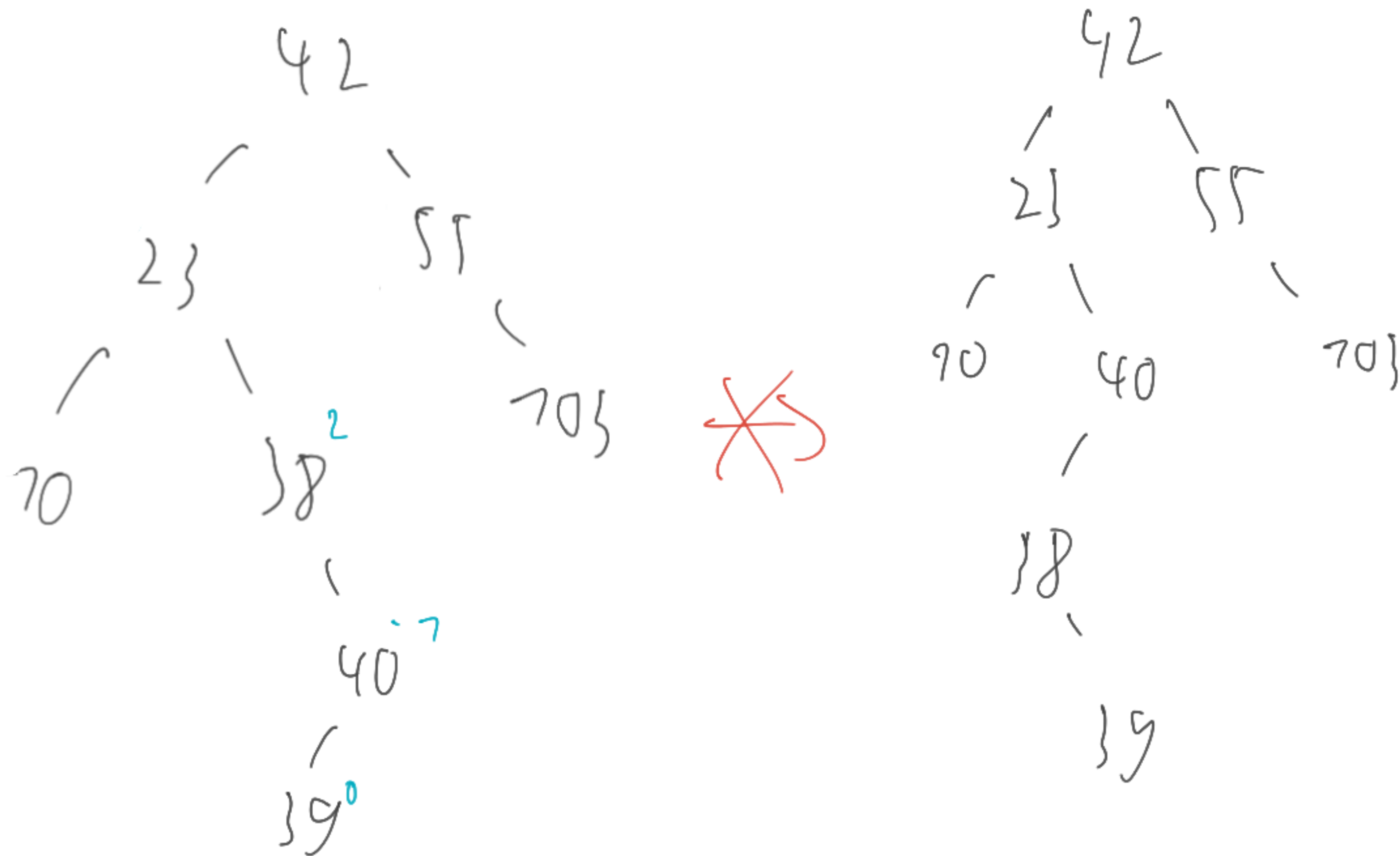
Rechts-  
Rotation



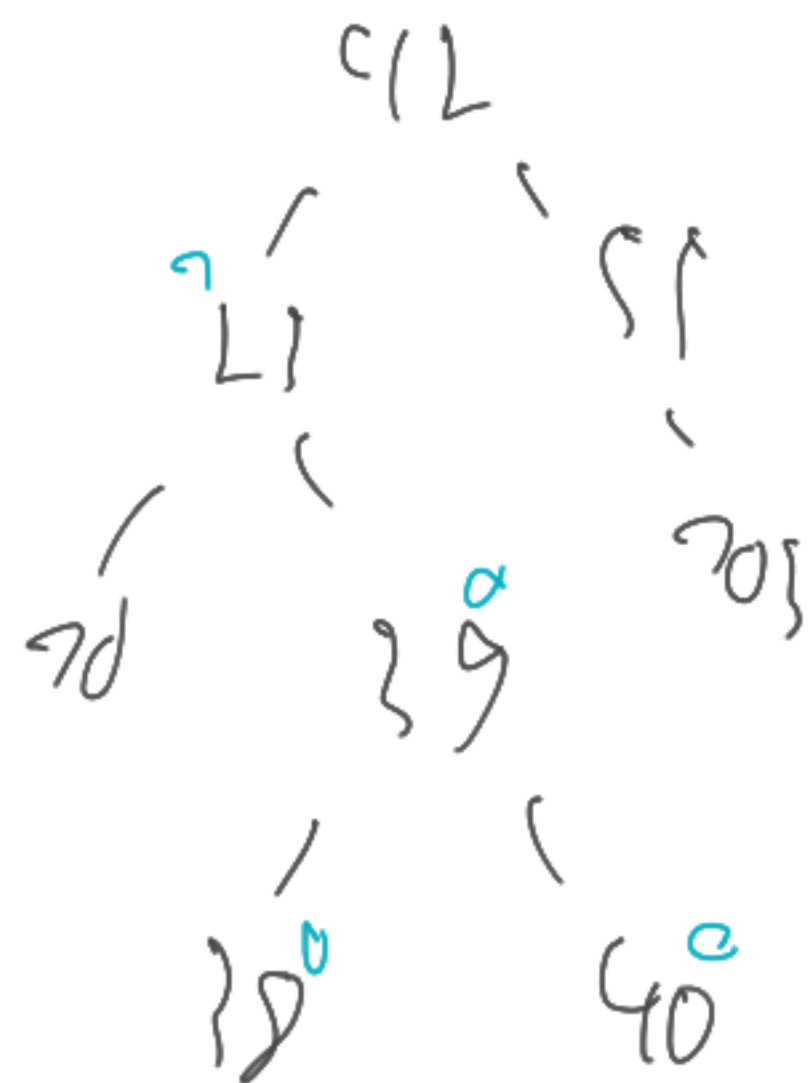
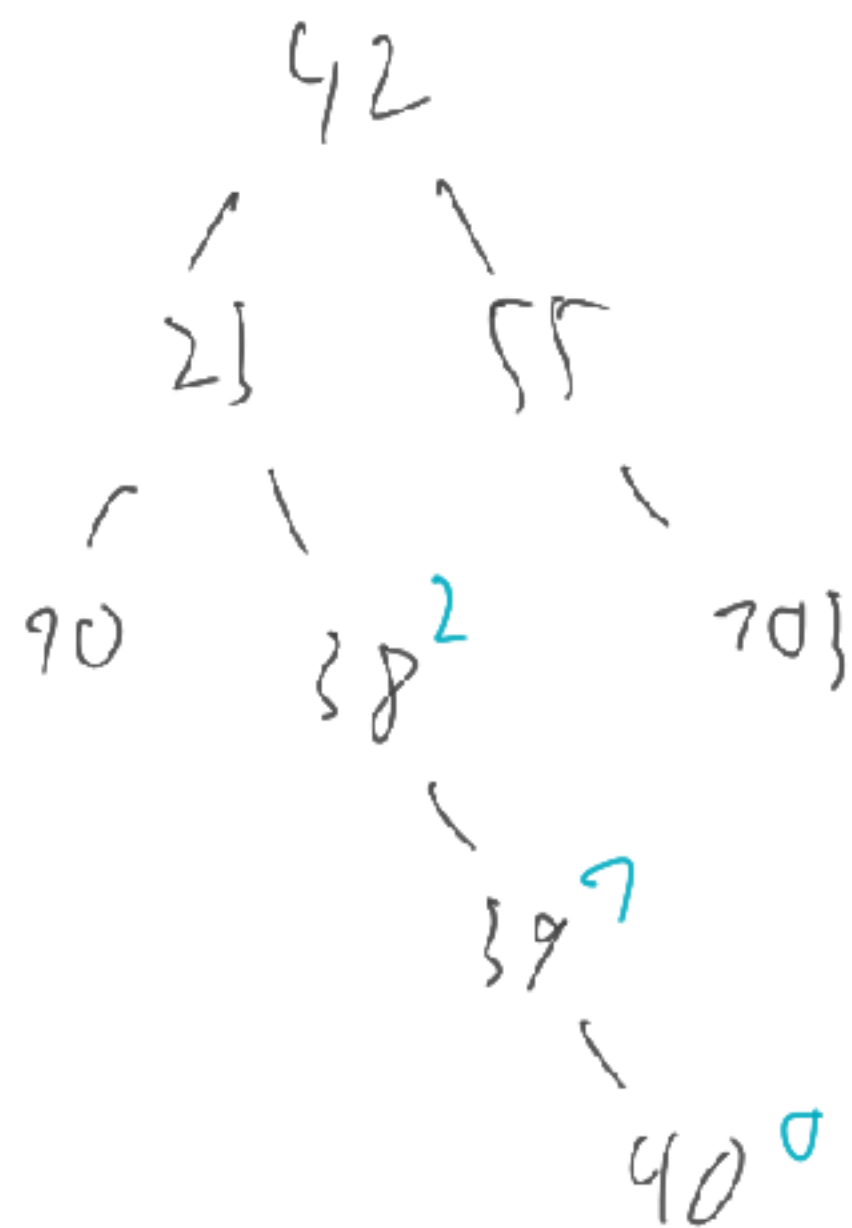
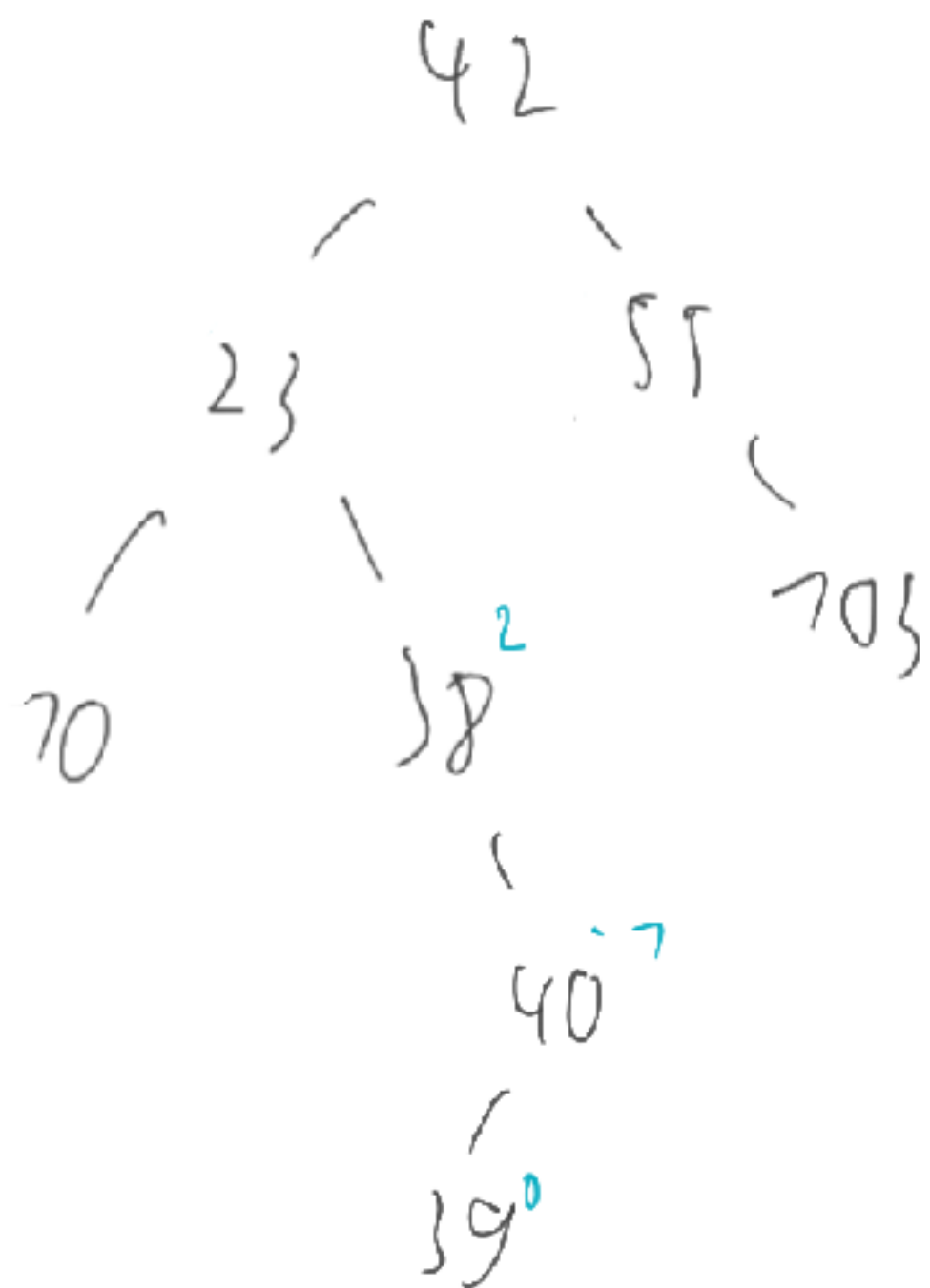
# AVL-Baum



# AVL-Baum



# AVL-Baum





# Max-Heap

Einfügen  
mehrerer  
Elemente

