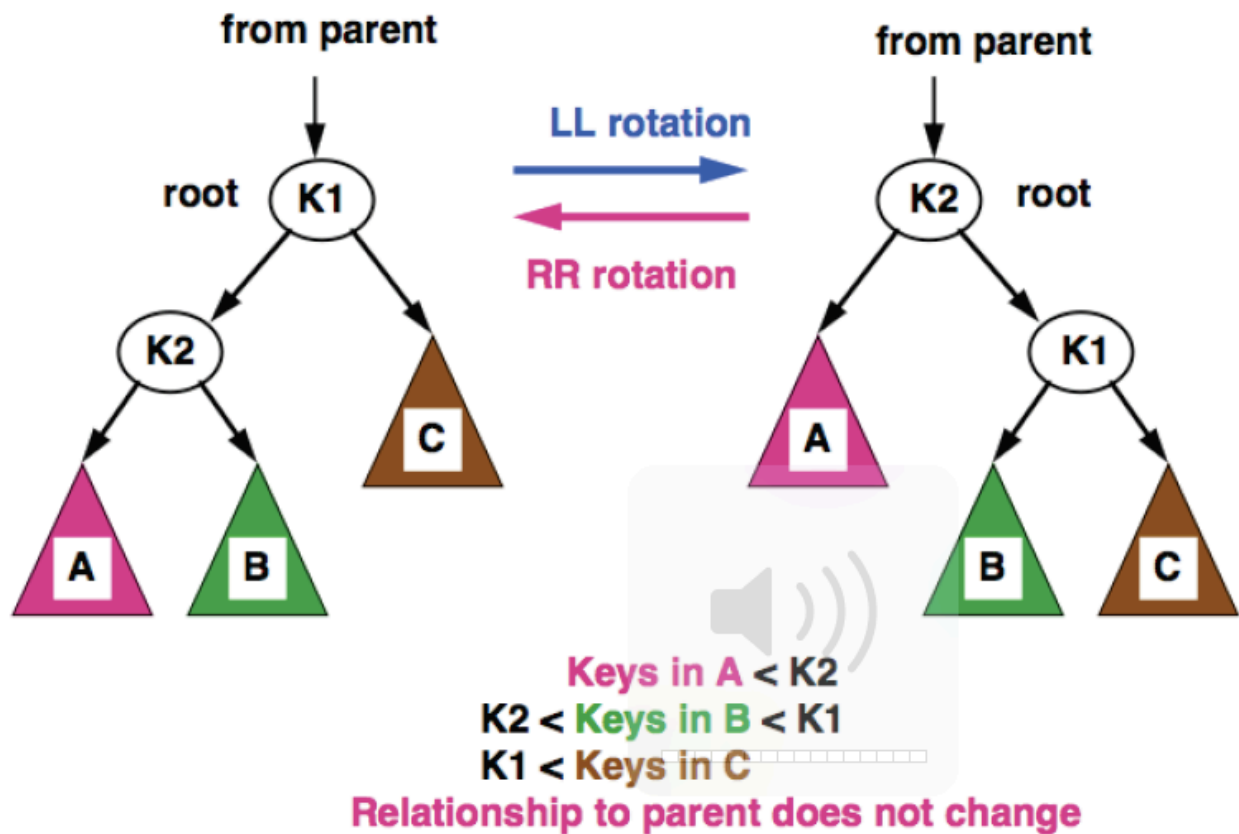


Rotation Pseudo-code example:



// Return pointer to root after rotation

rotate_LL (oldRoot : Node) : Node is

Result \leftarrow oldRoot . left

oldRoot . left \leftarrow Result . right

Result . right \leftarrow oldRoot

adjustHeight(old_root)

adjustHeight(old_root.left)

adjustHeight(Result)

end

// Assume that every node contains a height attribute

adjustHeight (root : Node) is

if root \neq null then

root . height \leftarrow 1 + max (height (root . left)
, height (root . right))

end

end

// Example use of rotate_LL

parent . left \leftarrow rotate_LL (parent . left)

parent . right \leftarrow rotate_LL (parent . right)