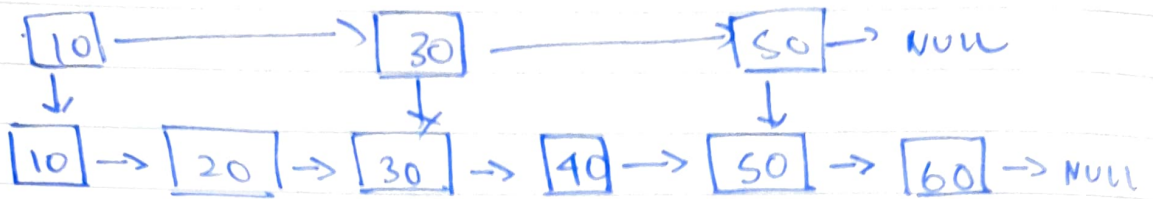
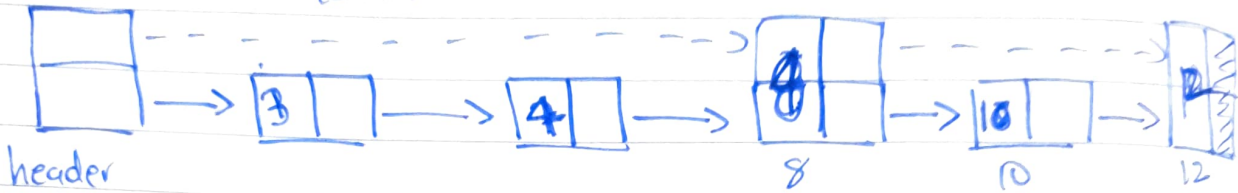


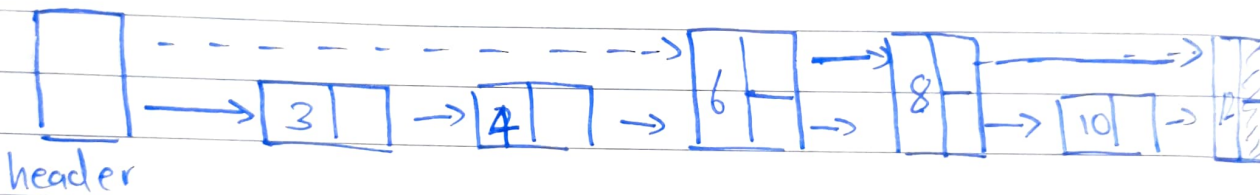
Diagram:



level = 2



Insert (6) :- random level = 2



Delete (4) :-

