

Pseudocode / Algorithm

- ① Insert new node using recursion, as while backtracking we will be able to check whether they are balanced or not.
- ② Make height, $h=1$.
- ③ When new node added, parent node height get incremented by 1.
- ④ As mentioned in Step 1, every ancestor height will get updated while backtracking to the root.
- ⑤ Check balance factor (height of (left subtree - right subtree)).
- ⑥ If balance factor (bf) = 1 \Rightarrow balanced
- ⑦ $bf > 1 \Rightarrow$ left height more than right \Rightarrow Need to rotate.
- ⑧ If $\text{curr_node} < \text{new_node} \Rightarrow$ Then it is left-left case otherwise ~~left~~ right case.
- ⑨ If $bf < -1 \Rightarrow$ Not balanced \Rightarrow Need Rotation (Right-Right case or Right-left case)
- ⑩ If $\text{new_node} < \text{curr_node} \Rightarrow$ Right-Right case otherwise Right-left case.

For deletion

- ① We will do normal BST deletion.
- ② Now, curr_node must be one of the ancestors of deleted node - Update height of curr_node.
- ③ Calculate balance factor (bf) of curr_node.
- ④ Rest step same as step 5 to 10.