

```

void insert (int key) {
    Node* node = new Node(key);
    Node* y = NULL, *x = root;
    while (x) {
        y = x;
        if (node->data < x->data) {
            x = x->left;
        }
        else x = x->right;
    }
    node->parent = y;
    if (y == root) root = node;
    else if (node->data < y->data) y->left = node;
    else y->right = node;

    if (node->parent == NULL) {
        node->color = 0;
        return;
    }
    if (node->parent->parent == NULL) return;

    fixInsert(node);
}

```

```

void fixInsert (Node* k) {
    Node* u;
    while (k->parent->color == 1) {
        if (k->parent == k->parent->parent->right) {
            u = k->parent->parent->left;
            if (u->color == 1) {

```

Red-Black Tree

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```
k → parent → color = 0;
k → parent → parent → color = 1;
k = k → parent → parent;
} else {
    if (k == k → parent → left) {
        k = k → parent;
        rightRotate(k);
    }
    k → parent → color = 0;
    k → parent → parent → color = 1;
    leftRotate(k → parent → parent);
}
}
} else {
    u = k → parent → parent → right;
    if (u → color == 1) {
        u → color = 0;
        k → parent → color = 0;
        k → parent → parent → color = 1;
        k = k → parent → parent;
    } else {
        if (k == k → parent → right) {
            k = k → parent;
            leftRotate(k);
        }
        k → parent → color = 0;
        k → parent → parent → color = 1;
        rightRotate(k → parent → parent);
    }
}
if (k == root); break;
```