**AVL TREE**

1. **Insert** 
   * insert v
   * check balance factor of this and its children
   * case1: this.rotateRight
   * case2: this.left.rotateLeft, this.rotateRight
   * case3: this.rotateLeft
   * case4: this.right.rotateRight, this.rotateLeft
2. **Find Someone**

* MinImumz
  + if this is null return empty
  + if left != null
  + go left
  + else return this key
* MaxImazee
  + if this is null return empty
  + if right != null
  + go right
  + else return this key
* VALUE
  + if this == null
  + return null
  + else if this key == search value
  + return this
  + else if this key < search value
  + search right
  + else search left

1. **DELETE SOMEONE**
   * remove v
   * check balance factor of this and its children
   * case1: this.rotateRight
   * case2: this.left.rotateLeft, this.rotateRight
   * case3: this.rotateLeft
   * case4: this.right.rotateRight, this.rotateLeft
   * this is balanced
2. **InOrder Traversal**
   * if this is null
   * return
   * inOrder(left)
   * visit this, then inOrder(right)





