```
import java.util.ArrayList;
 * @author Li Ersan
public class RBTree < K extends Comparable < K > , V > {
    private static final boolean RED = true;
    private static final boolean BLACK = false;
    private class Node {
        K key;
        V value;
        Node left, right;
        boolean color;
        Node(K key, V value) {
            this.key = key;
            this.value = value;
            this.left = null;
            this.right = null;
            this.color = RED,
        }
    }
    private Node root;
    private int size;
    public RBTree() {
        root = null;
        size = 0;
    }
     * 判断结点 node 的颜色
     * @param node
     * @return
    private boolean isRed(Node node) {
        if (node == null) {
            return BLACK;
        return node.color;
   }
```

```
* 左旋转
* // node
      / \
T1 x
 * //
 * //
                                                     T3
                                             node
 * //
 * //
                                               T2
          T2
                T3
                                            T1
 * @param node
 * @return
private Node leftRotate(Node node) {
   Node x = node.right;
   //左旋转
   node.right = x.left;
   x.left = node;
   x.color = node.color;
   node.color = RED;
   return x;
}
 * 右旋转
* // node
 * //
                         右旋转
 * // X
           T2
                                                  node
 * // / \
* // y T1
                                                  T1
                                                       T2
 * @param node
 * @return
private Node rightRotate(Node node) {
   Node x = node.left;
   //右旋转
   node.left = x.right;
   x.right = node;
   x.color = node.color;
   node.color = RED;
   return x;
}
* 颜色翻转
 * @param node
```

```
private void flipColors(Node node) {
    node.color = RED.
   node.left.color = BLACK;
   node.right.color = BLACK;
}
 * 向红黑树树中添加新的元素 (key, value)
 * @param key
 * @param value
public void add(K key, V value) {
   root = add(root, key, value);
   root.color = BLACK; //最终根结点为黑黑色结点
}
  向以 node 为根的红黑树中插入元素(key, value),递归算法
  返回插入新结点后红黑树的根
 * @param node
 * @param key
 * @param value
 * @return
private Node add(Node node, K key, V value) {
   if (node == null) {
       size++;
       return new Node(key, value); //默认插入红色结点
   }
   if (key.compareTo(node.key) < 0) {</pre>
       node.left = add(node.left, key, value);
   } else if (key.compareTo(node.key) > 0) {
        node.right = add(node.right, key, value);
   } else {
       // key.compareTo(node.key) == 0
       node.value = value;
   }
   if (isRed(node.right) && !isRed(node.left)) {
       node = leftRotate(node);
   }
   if (isRed(node.left) && isRed(node.left.left)) {
       node = rightRotate(node);
   if (isRed(node.left) && isRed(node.right)) {
       flipColors(node);
   }
```

```
return node;
}
* 返回以 node 为根结点的二分搜索树中, key 所在的结点
 * @param node
 * @param key
* @return
private Node getNode(Node node, K key) {
   if (node == null) {
       return null;
   }
   if (key.compareTo(node.key) == 0) {
       return node;
   } else if (kev.compareTo(node.key) < 0) {</pre>
       return getNode(node.left, key);
   } else { // if kev.compareTo(node.key) > 0
       return getNode(node.right, key);
}
 * 返回以 node 为根的二分搜索树的最小键值所在的结点
 * @param node
private Node minimum(Node node) {
   if (node.left == null) {
       return node;
   return minimum(node.left);
}
 * 删除以 node 为根的二分搜索树中的最小结点
* @param node
 * @return 返回删除结点后新的二分搜索树的根
private Node removeMin(Node node) {
   if (node.left == null) {
       Node rightNode = node.right;
       node.right = null;
       size--;
       return rightNode;
   }
   node.left = removeMin(node.left);
```

```
return node;
}
/**
  从二分搜索树中删除键值为 key 的结点
* @param key
 * @return
public V remove(K kev) {
   Node node = getNode(root, key);
   if (node != null) {
       root = remove(root, key);
       return node.value;
   }
   return null;
}
* 删除掉以 node 为根的二分搜索树中键为 key 的结点,递归算法
 * @param node
 * @param key
* @return 返回删除结点后新的二分搜索树的根
private Node remove(Node node, K key) {
   if (node == null) {
       return null;
   if (key.compareTo(node.key) < 0) {</pre>
       node.left = remove(node.left, key);
       return node:
   } else if (key.compareTo(node.key) > 0) {
       node.right = remove(node.right, key);
       return node;
   } else {//key.compareTo(node.key) == 0
       //待删除结点左子树为空的情况
       if (node.left == null) {
           Node rightNode = node.right;
           node.right = null;
           size--;
           return rightNode;
       }
       //待删除结点右子树为空的情况
       if (node.right == null) {
           Node leftNode = node.left;
           node.left = null;
           size--;
           return leftNode;
```

```
}
         /*待删除结点左右子树为空的情况
           找到比待删除结点大的最小结点,即待删除结点右子树的最小结点
           用这个结点顶替待删除结点的位置
       Node successor = minimum(node.right);
       successor.right = removeMin(node.right);
       successor.left = node.left;
       node.left = node.right = null;
       return successor;
   }
}
public boolean contains(K key) {
    return getNode(root, key) != null;
}
public V get(K key) {
   Node node = getNode(root, key);
   return node == null ? null : node.value;
}
public void set(K kev. V newValue) {
   Node node = getNode(root, key);
    if (node == null) {
       throw new IllegalArgumentException(key + " 不存在! ");
   }
   node.value = newValue;
}
public int getSize() {
   return size;
}
public boolean isEmpty() {
   return size == 0;
public static void main(String[] args) {
    System. out. println ("傲慢与偏见");
   ArrayList<String> words = new ArrayList<>();
```