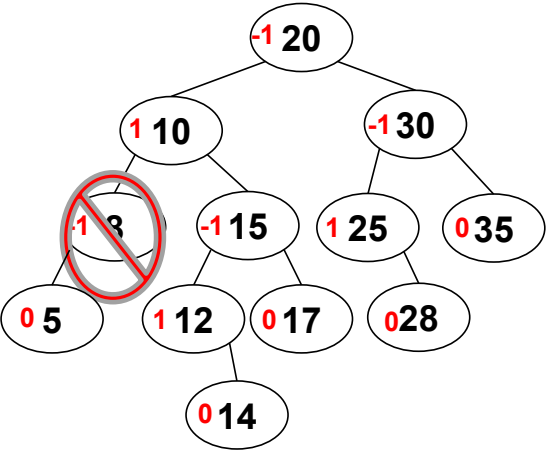
Remove Example 1

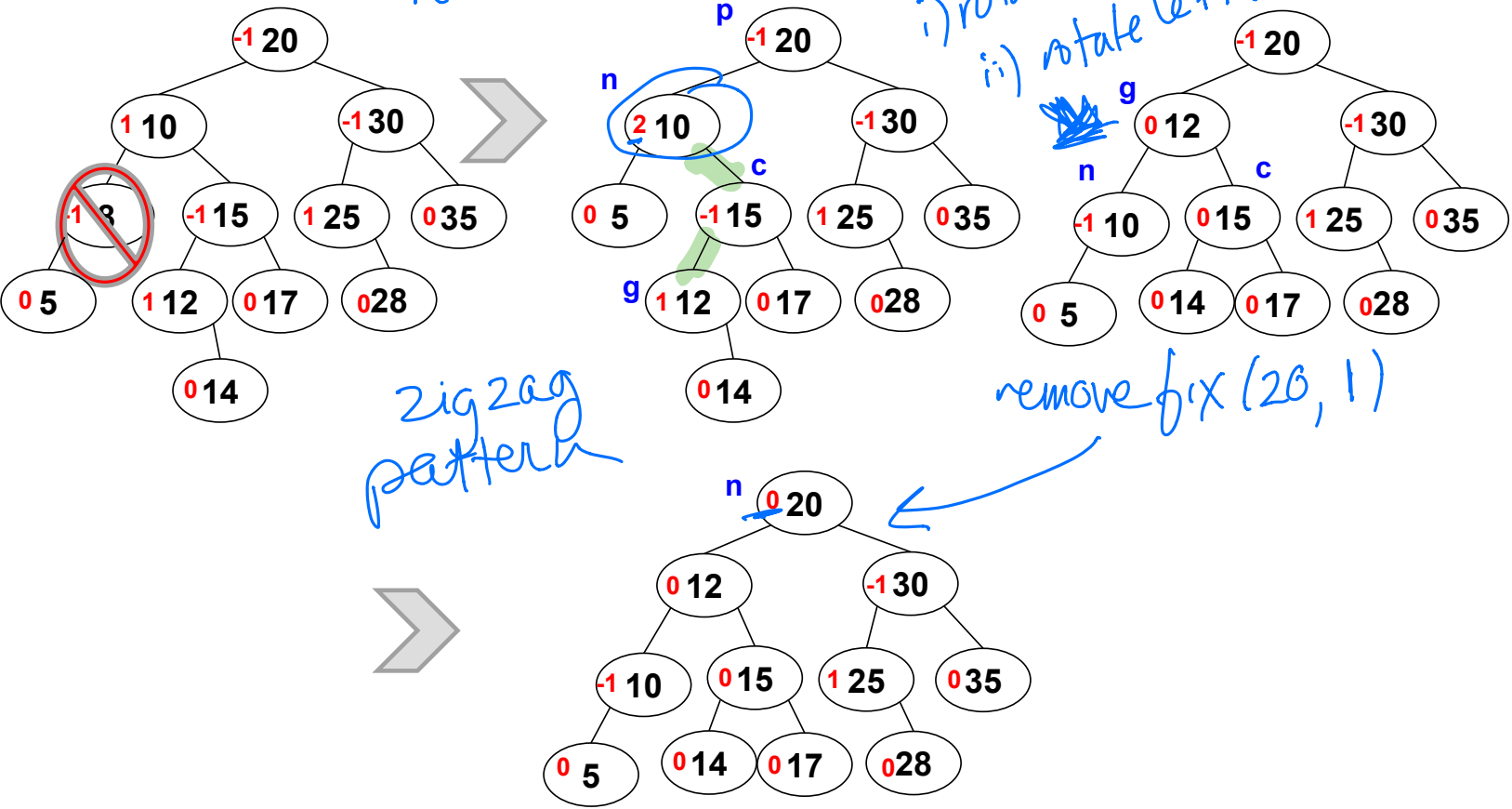
Remove 8



Remove Example 1

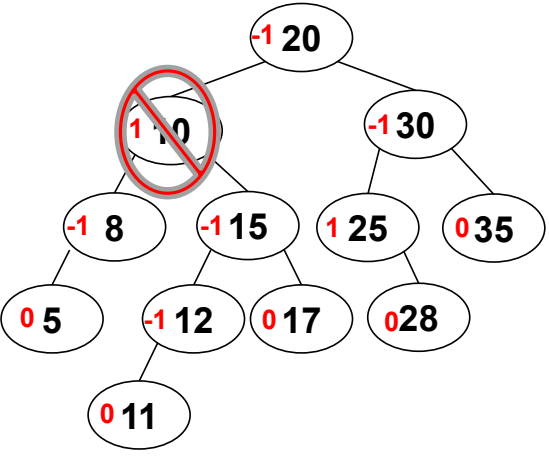
Remove 8

removeFix(10, 1)



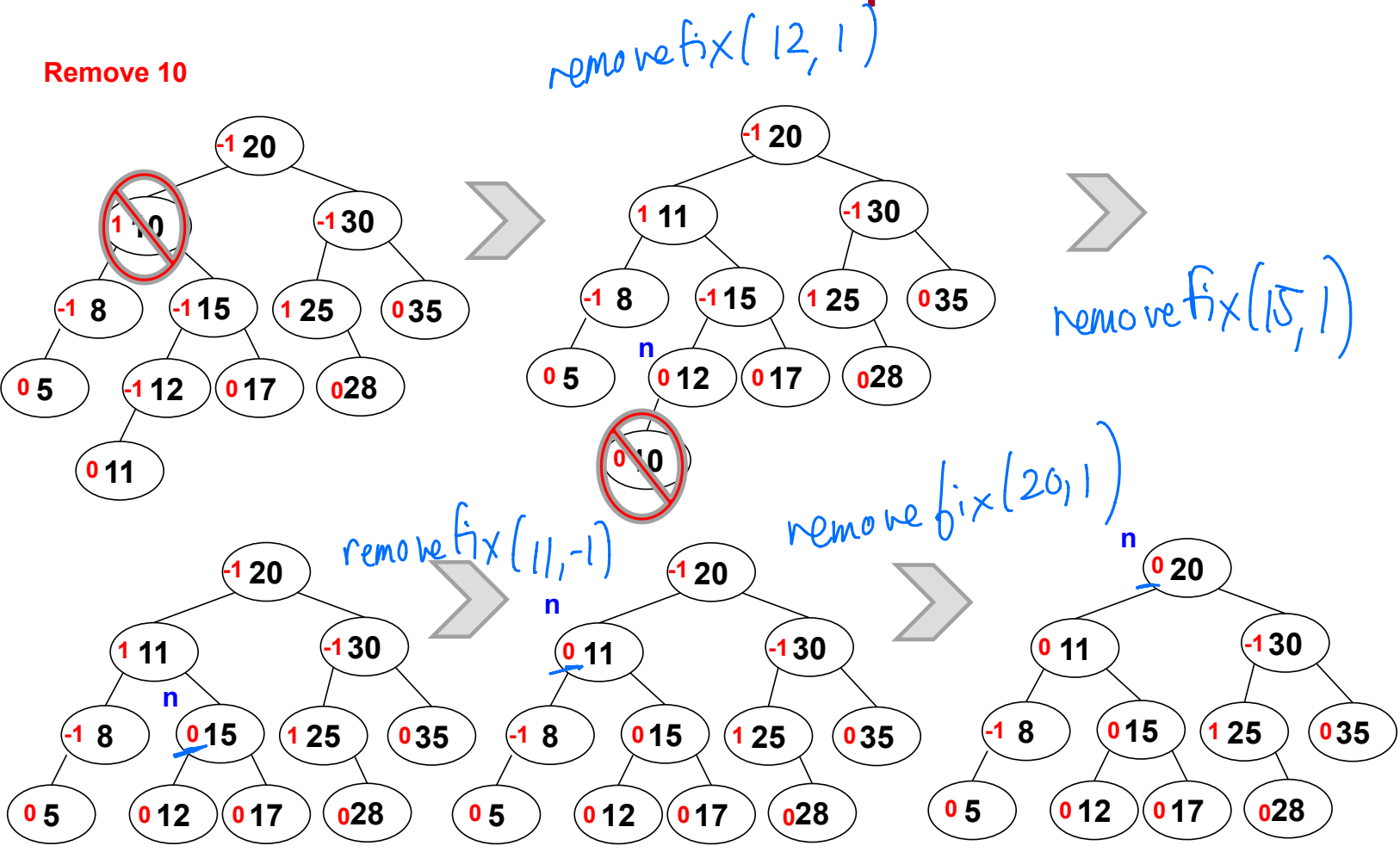
Remove Example 2

Remove 10



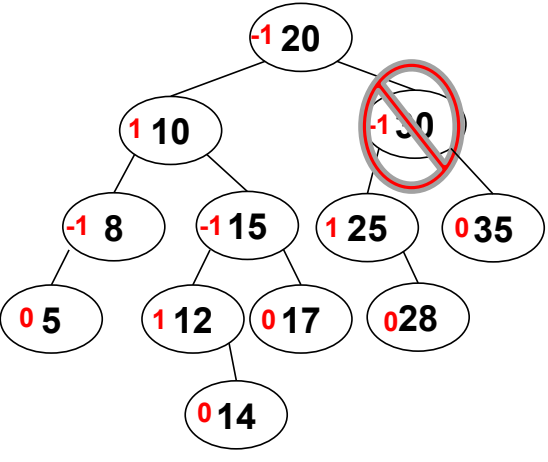
Remove Example 2

Remove 10



Remove Example 3

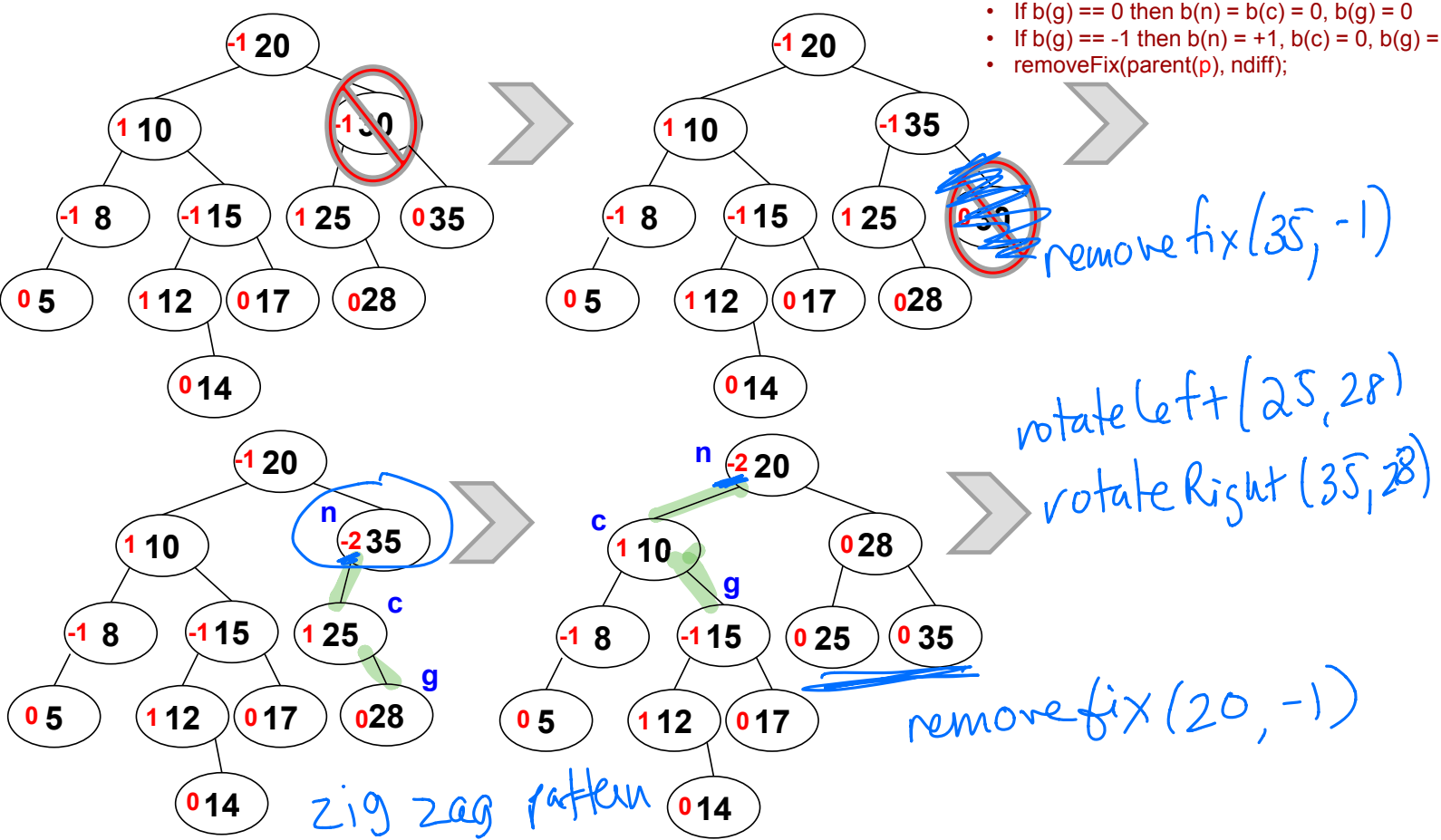
Remove 30



Remove Example 3

else if b(c) == 1 (zig-zag case)
- rotateLeft(c) then rotateRight(n)
- Let g = right(c), b(g) = 0
- If b(g) == +1 then b(n) = 0, b(c) = -1, b(g) = 0
- If b(g) == 0 then b(n) = b(c) = 0, b(g) = 0
- If b(g) == -1 then b(n) = +1, b(c) = 0, b(g) = 0
- removeFix(parent(p), ndiff);

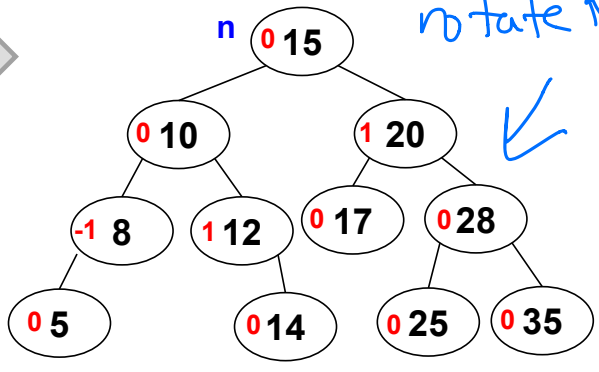
Remove 30



Remove Example 3 (cont)

zig zag pattern
rotateLeft (10, 15)
rotateRight (20, 15)

Remove 30 (cont.)



else if b(c) == 1 (zig-zag case)

- rotateLeft(c) then rotateRight(n)
- Let g = right(c), b(g) = 0
- If b(g) == +1 then b(n) = 0, b(c) = -1, b(g) = 0
- If b(g) == 0 then b(n) = b(c) = 0, b(g) = 0
- If b(g) == -1 then b(n) = +1, b(c) = 0, b(g) = 0
- removeFix(parent(p), ndiff);