Extract Max

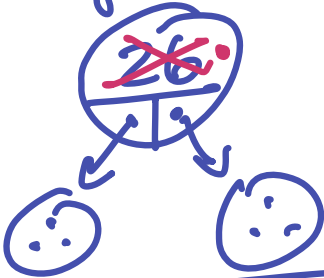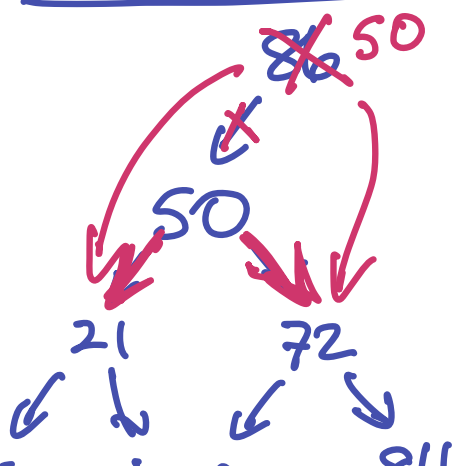| Scenario	vec. call(s) mutate and return	what _we_ do
① Right empty 		(See below)
✓② ~~Left empty~~ Right not empty 		(Below)
✓③ Single node 		make it an empty tree return root value
④ Neither empty 		handled by case 2
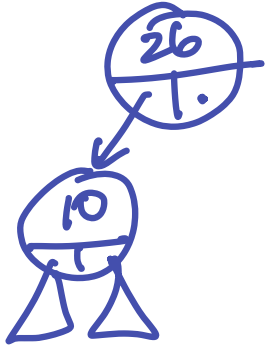
Case 2 : RHS non-empty

26
△ ?
31
29   42
38   49

31
29   42
38   ~~49~~

⇒ 49
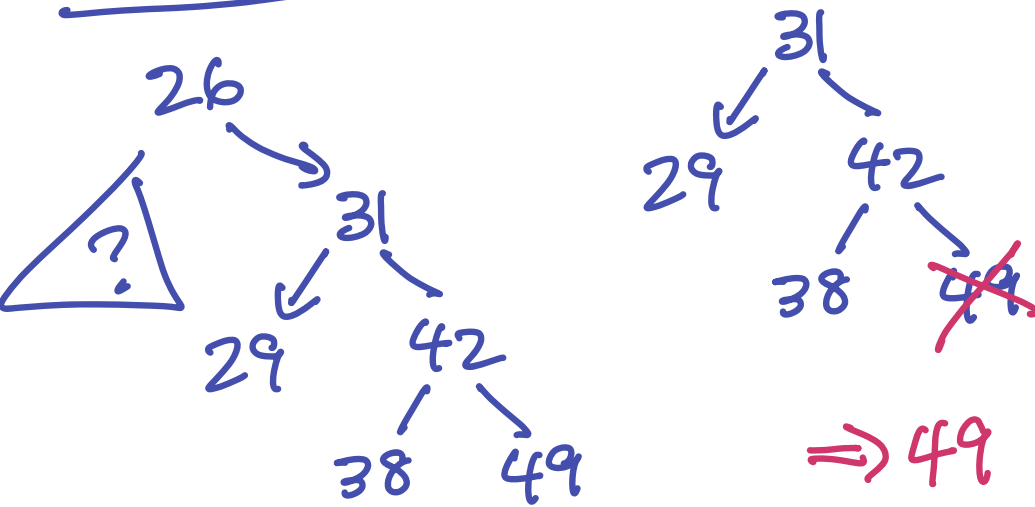
I don't have
to mutate
anything.

Just return
49

Case 1 : RHS empty

~~86~~ 50

50

21   72

mutate+
return
over root

60   84

Case 3 : single node

handled
by car2

max_item : 86