

# AVL Tree

65, 95, 54, 63, 19, 21, 35, 75, 89, 53

① → 65

(65)<sup>0</sup>

② → 95

(65)<sup>-1</sup>  
└ (95)<sup>0</sup>

③ → 54

(65)<sup>-1</sup>  
├ (54)<sup>0</sup>  
└ (95)<sup>0</sup>

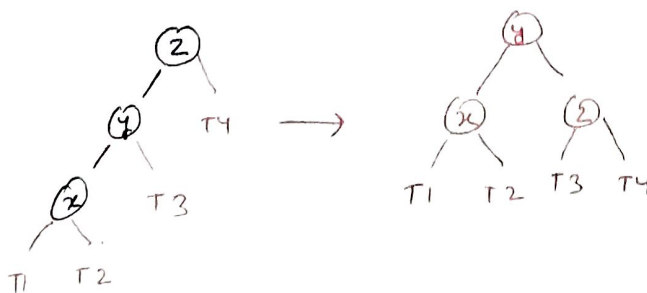
④ → 63 219

(65)<sup>1</sup>  
├ (54)<sup>0</sup>  
└ (95)<sup>0</sup>  
├ (19)<sup>0</sup>  
└ (63)<sup>0</sup>

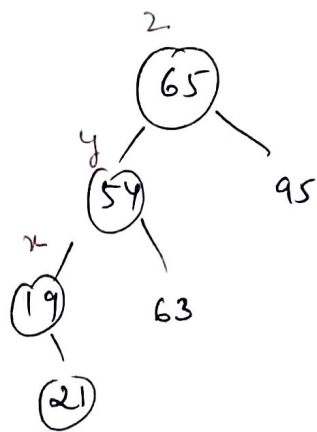
⑤ → 21

(65)<sup>2</sup>  
├ (54)<sup>1</sup>  
└ (95)<sup>0</sup>  
├ (19)<sup>-1</sup>  
└ (63)<sup>0</sup>  
├ (21)<sup>0</sup>

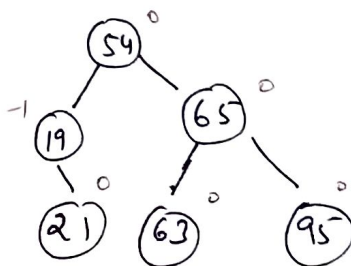
Considering Z, y & x it is Left Left Case so right rotation around Z will be done



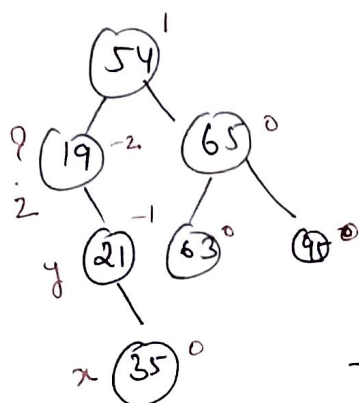
Similarly.



RR(z)

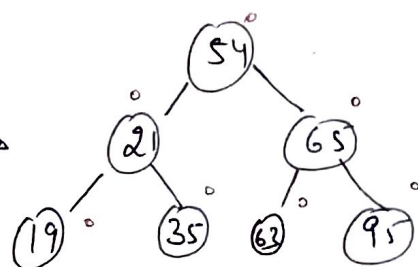


⑥ → 35

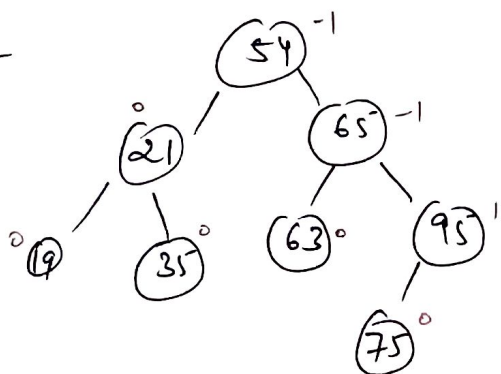


Right Right Case  
So left rotate z

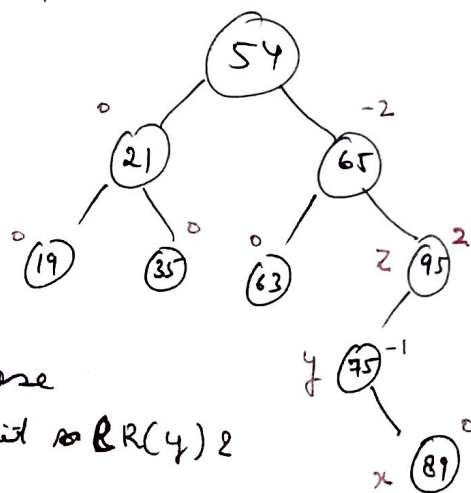
Left Rot(z)



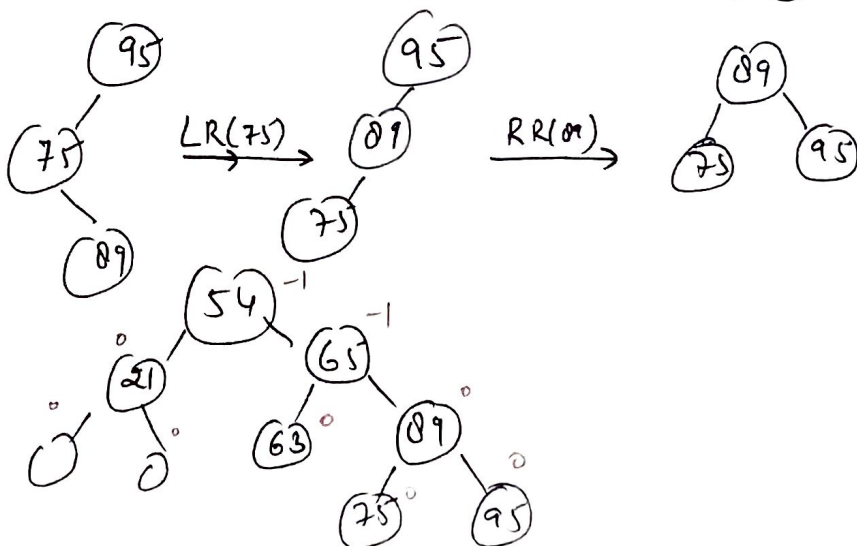
⑦ → 75



⑧ → 89



Considering z, y & x it is Left Right case  
Therefore required two rotations first RR(y) &  
then RR(z)



∴ final is