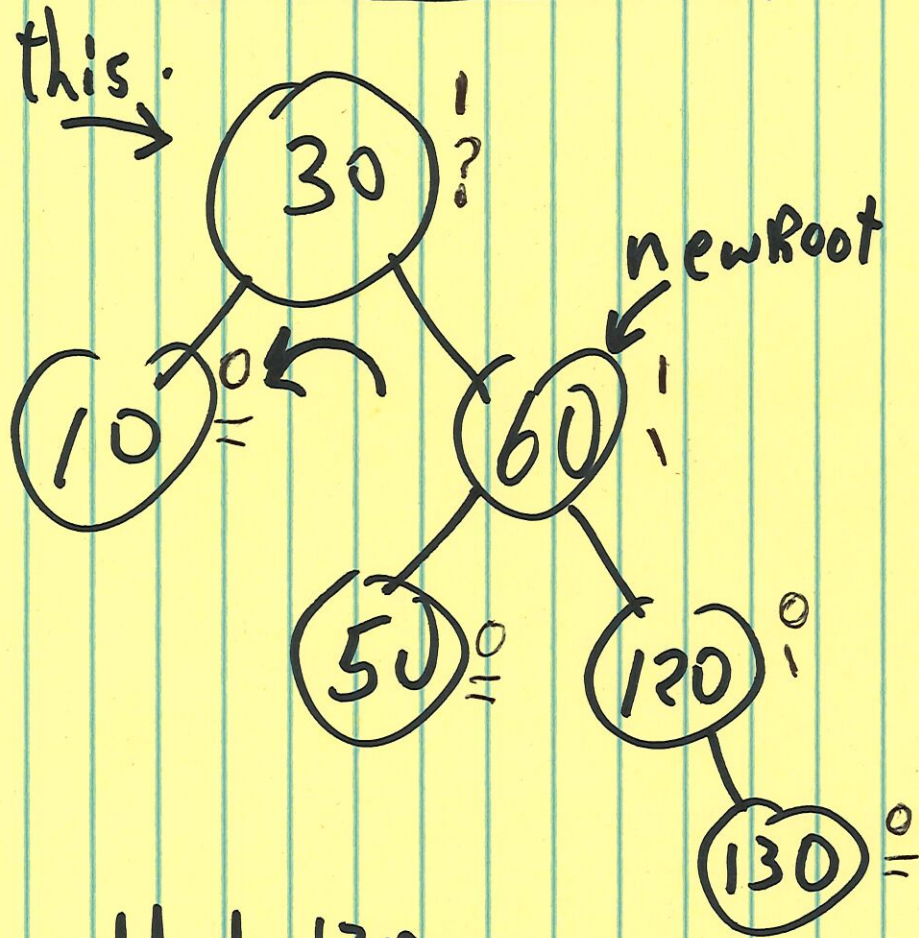
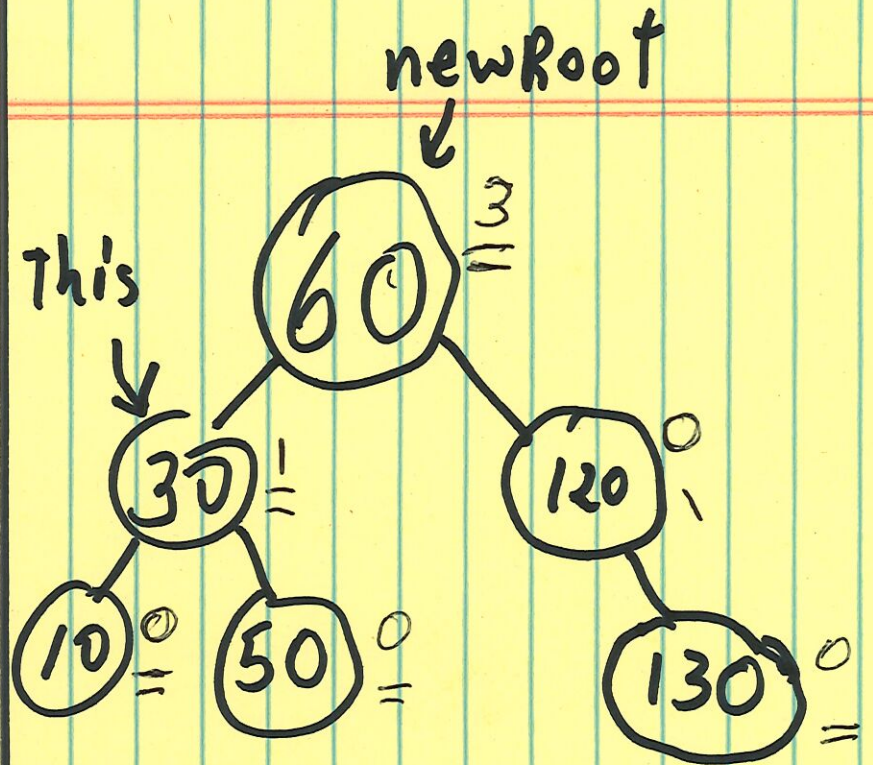


Before Left Rot



added 130
causes Left Rot



After Left Rot

balance code changes
only on newRoot