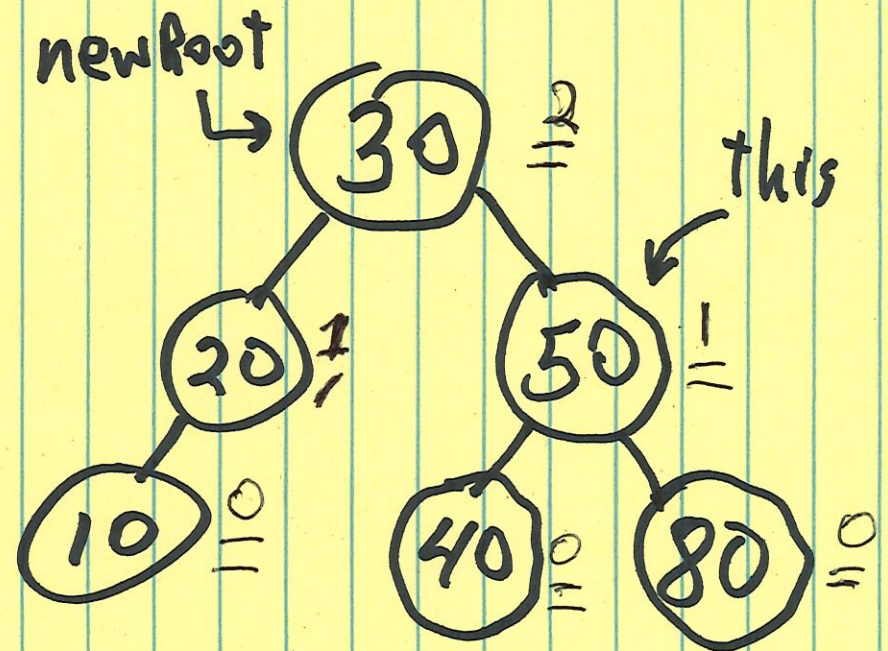
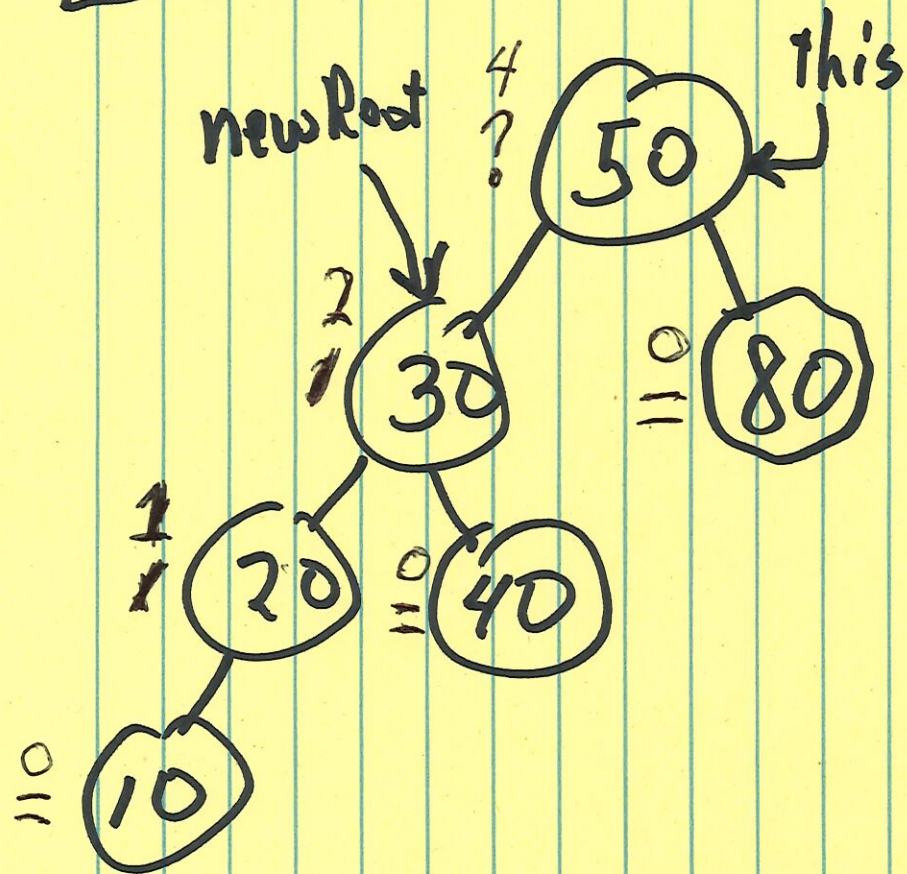


Before Right Rot



After Right Rot

balance code changes:

- newRoot
- this