```
// RICERCA DEL PREDECESSORE
TREE predecessorNode(TREE t)
    if t == nil then
        return t
    if t.left ≠ nil then
(1)     return max(t.left)
    else
(2)     TREE p ← t.parent
        while p ≠ nil and t == p.left do
            t ← p  // padre
            p ← p.parent  // nonno
    return p
```

```
// RICERCA DEL SUCCESSORE
TREE successorNode(TREE t)
    if t == nil then
        return t
    if t.right ≠ nil then
(3)     return min(t.right)
    else
(4)     TREE p ← t.parent
        while p ≠ nil and t == p.right do
            t ← p
            p ← p.parent
    return p
```