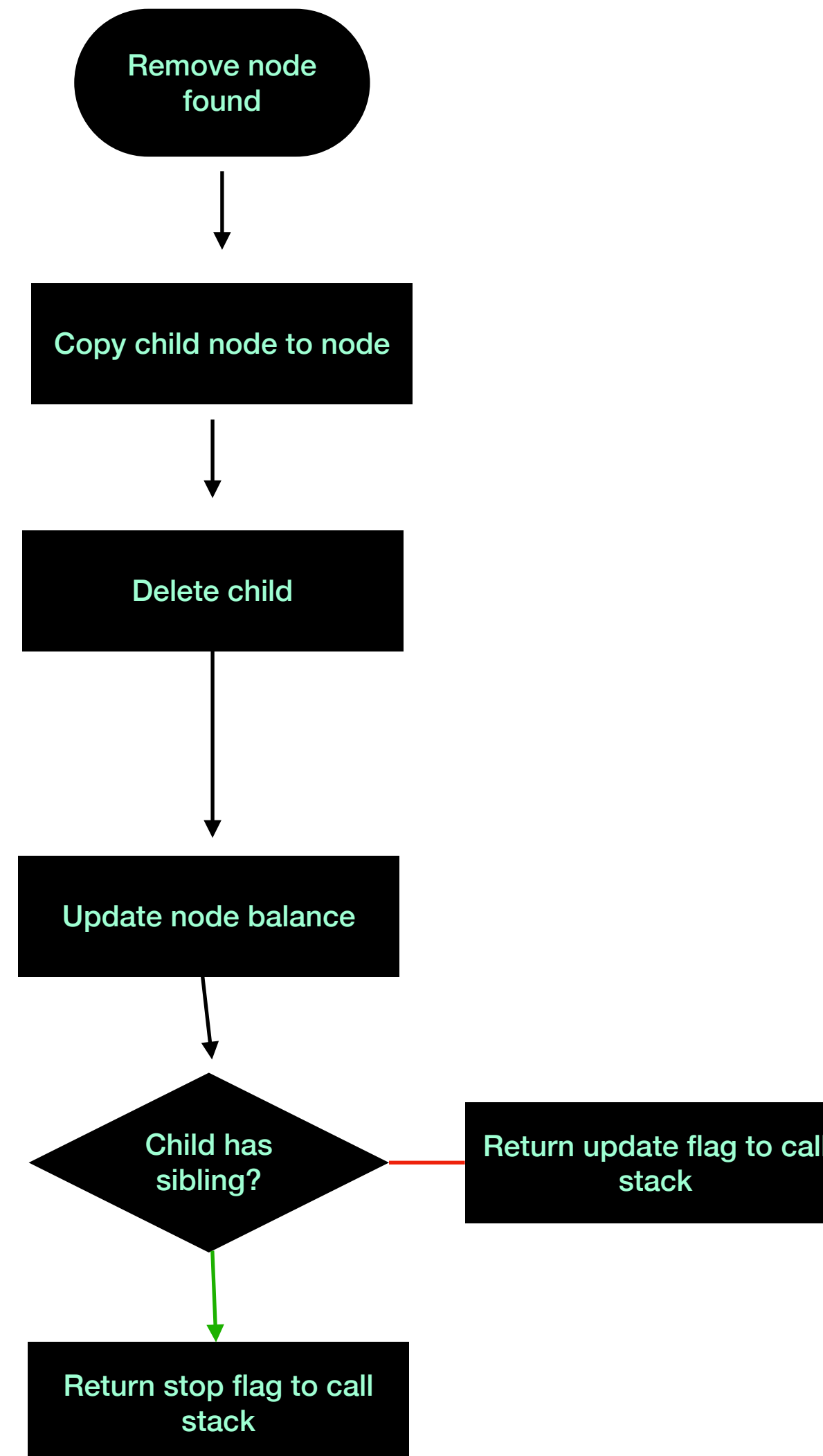
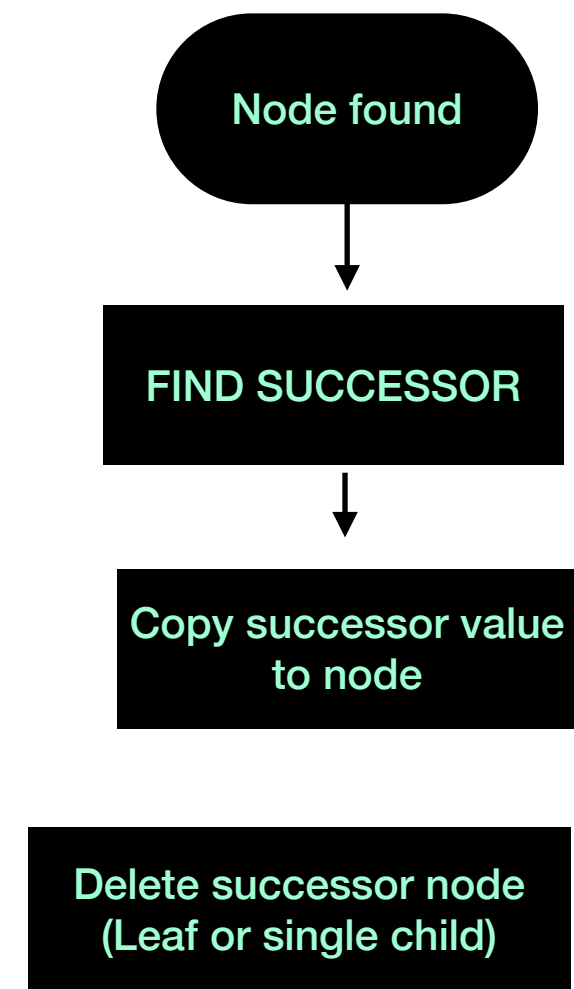


# **AVL Tree Remove**

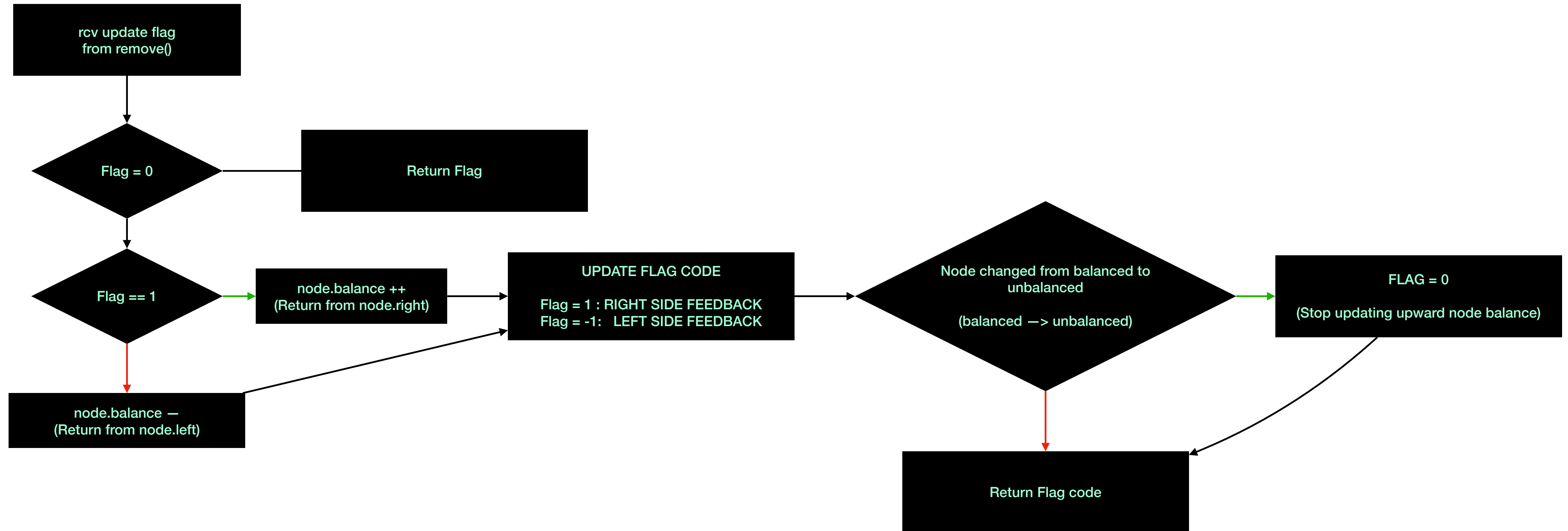
# Remove node w/ 1 child flow

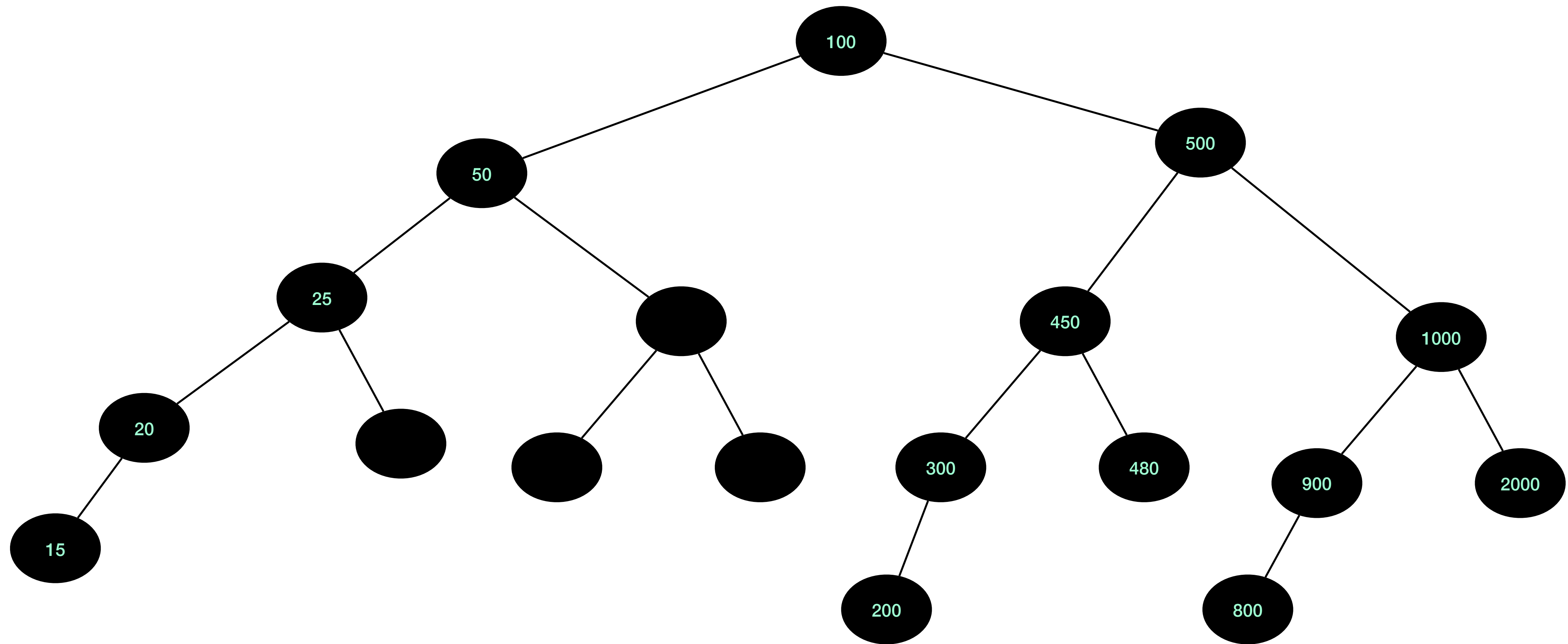


# Remove full node flow

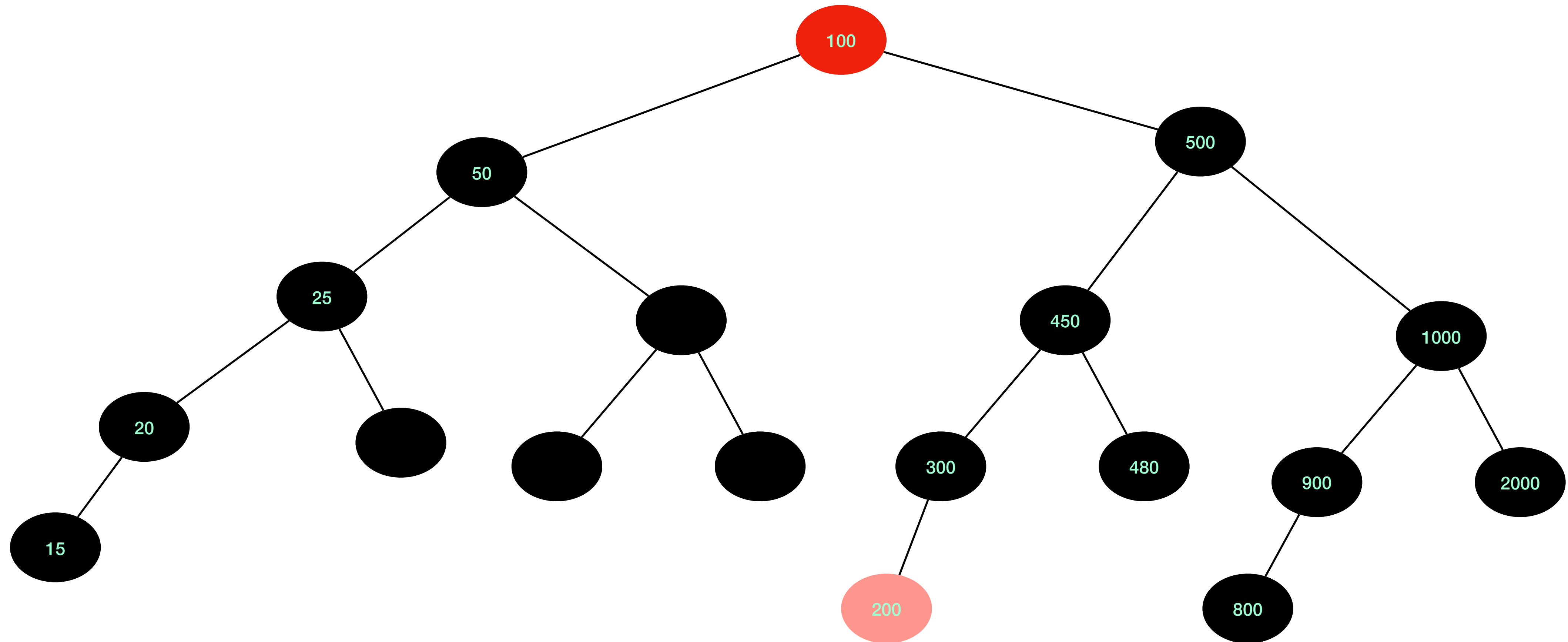


# Remove [update balance Call Stack return]

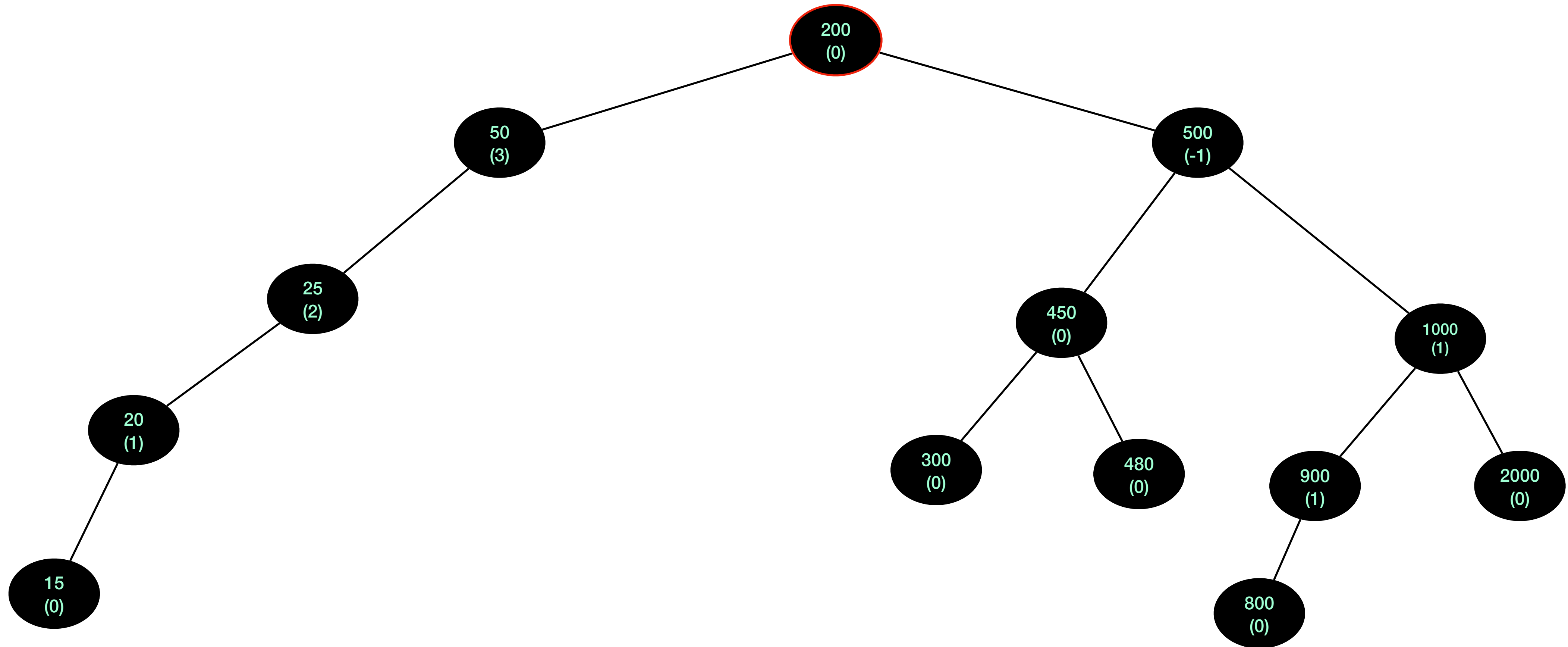




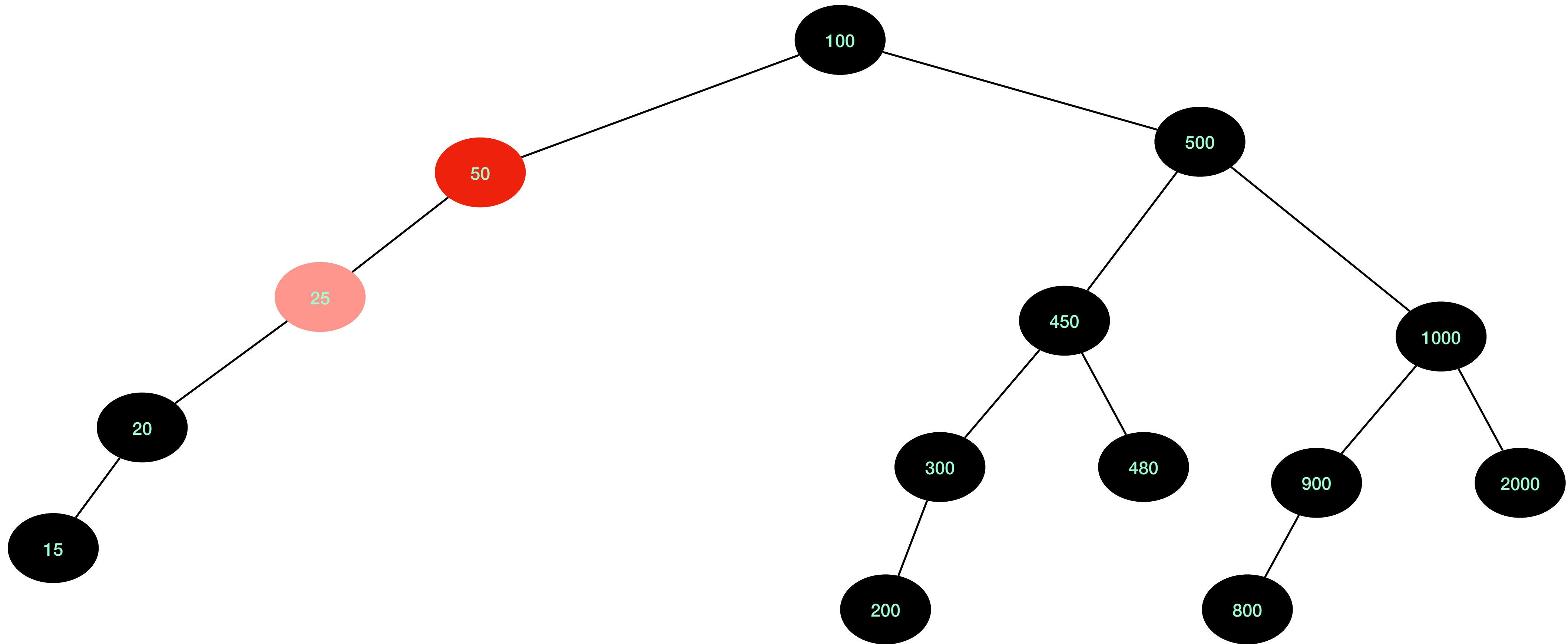
# Remove 100



# Remove 100

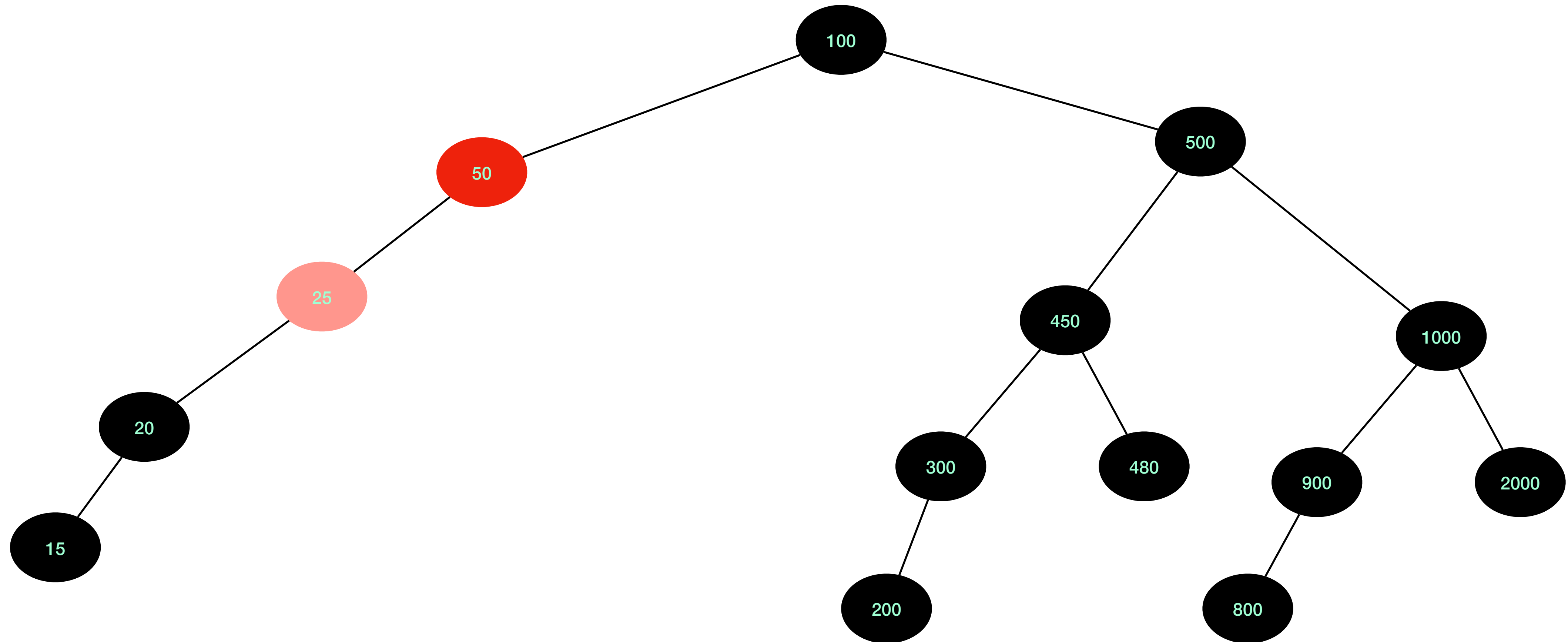


# Remove 50

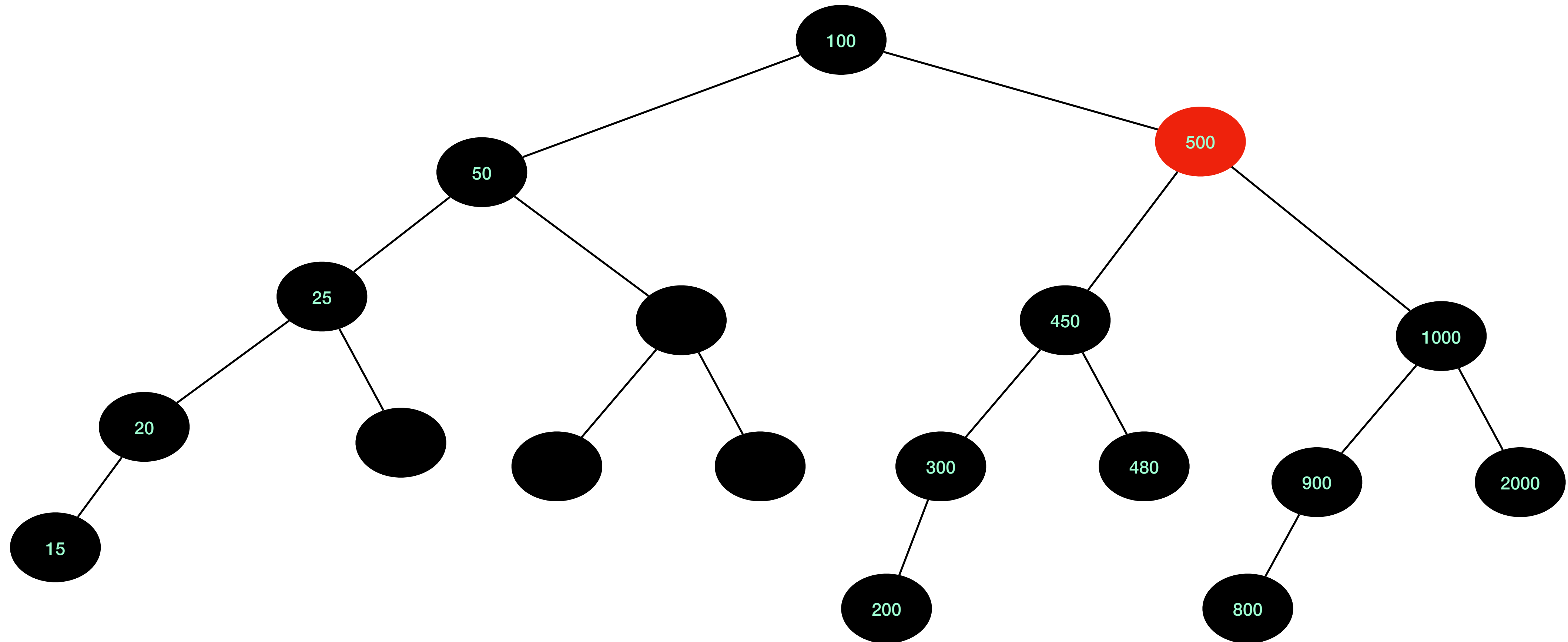




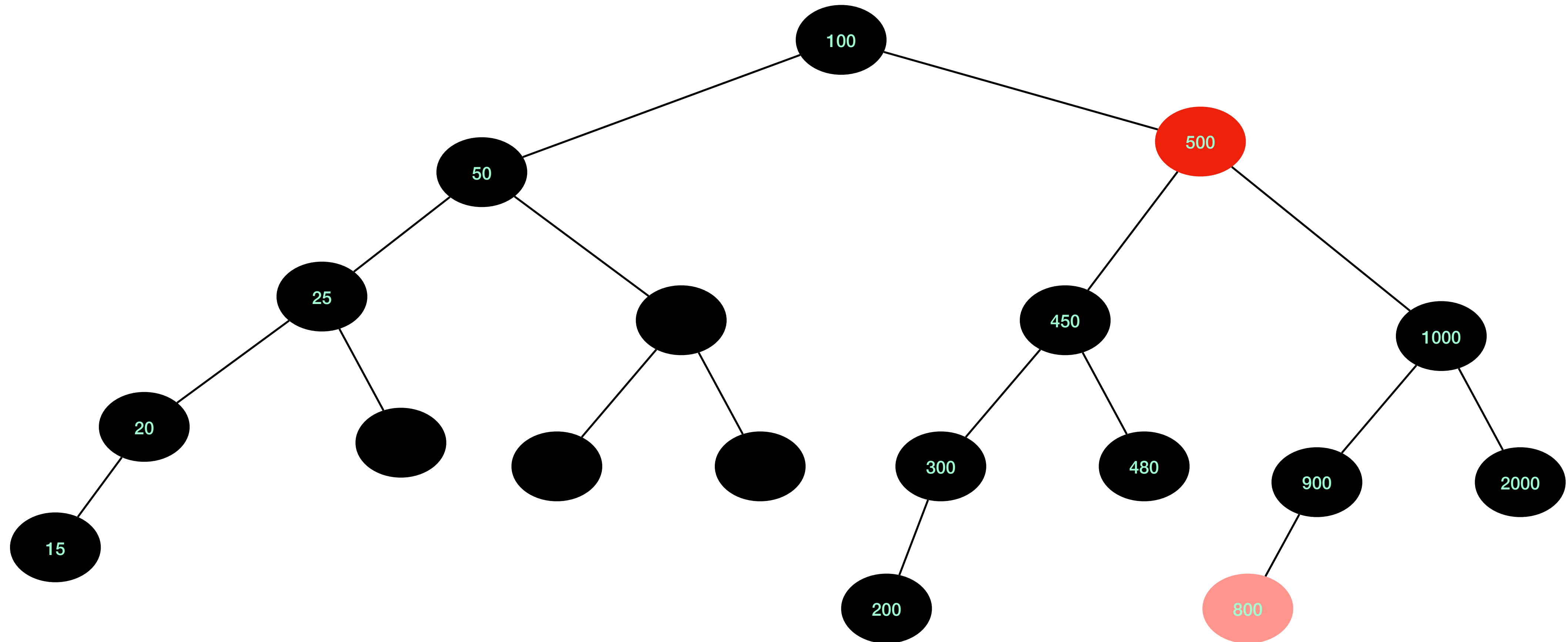
# Remove 50



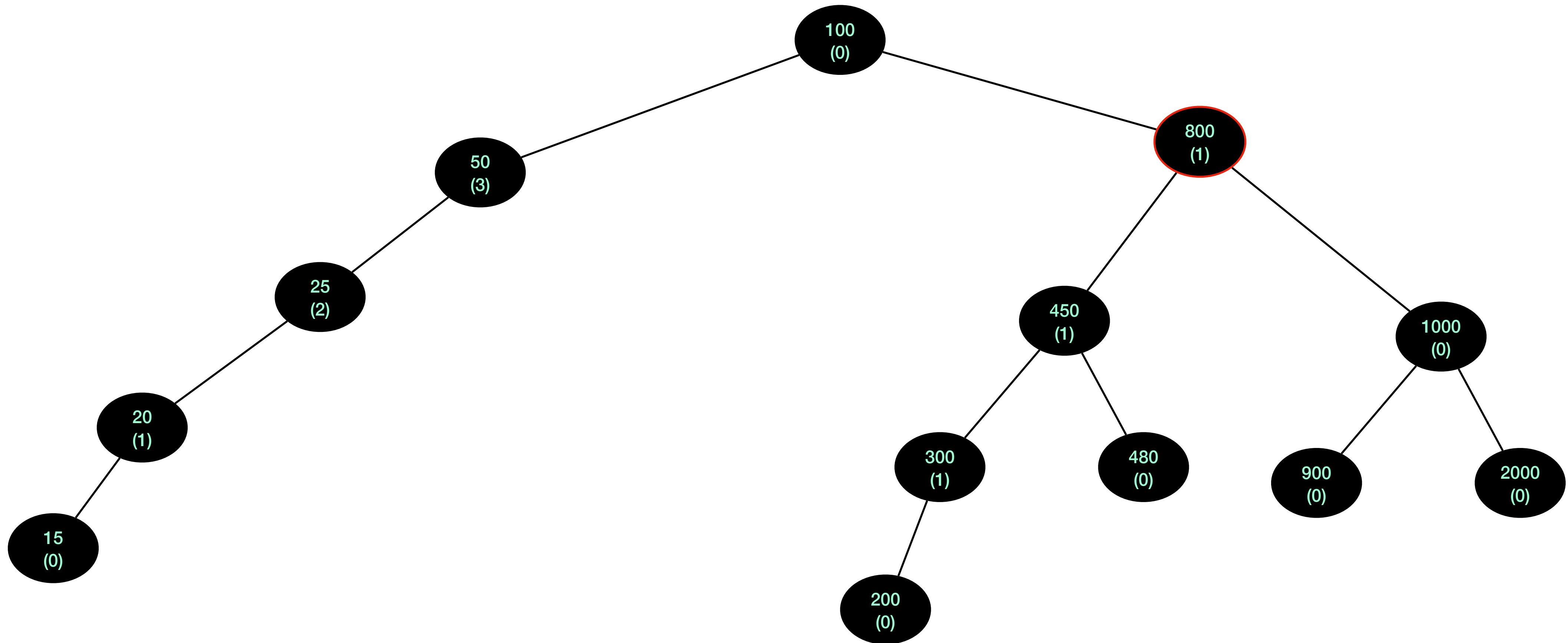
# Remove 500



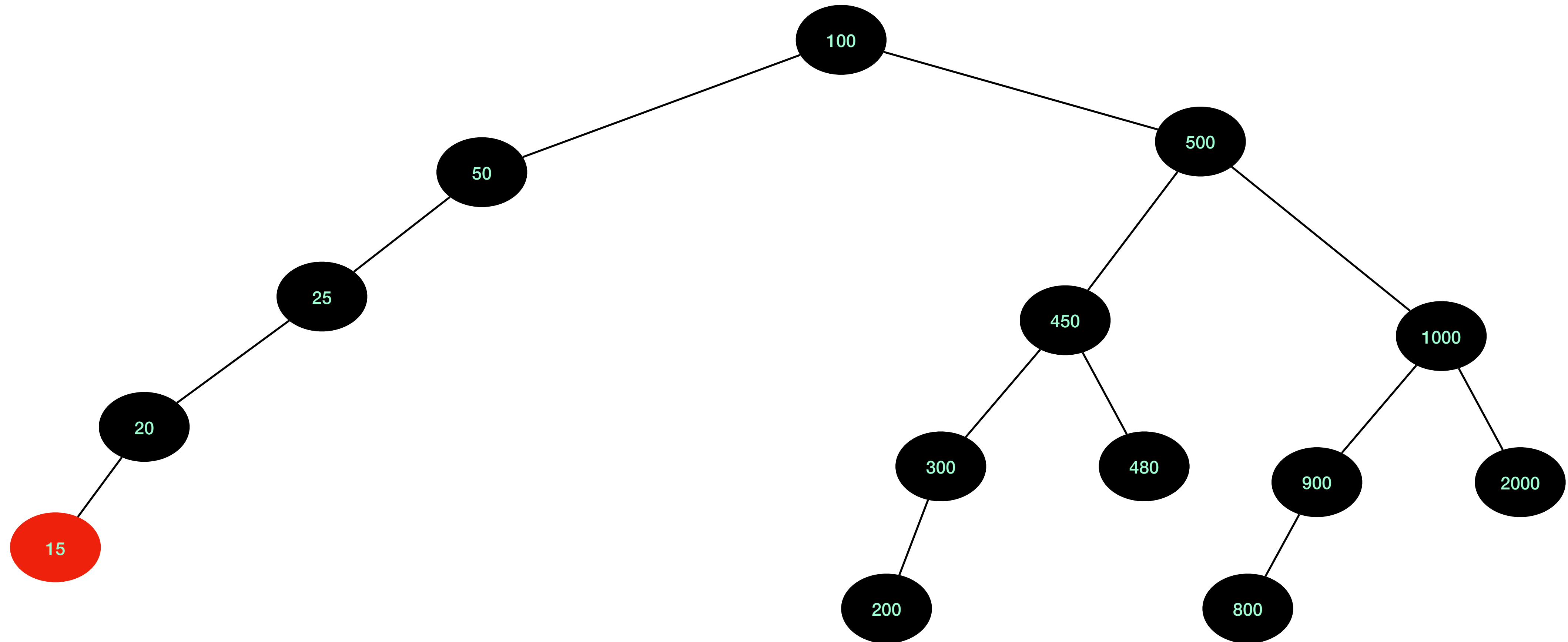
# Remove 500



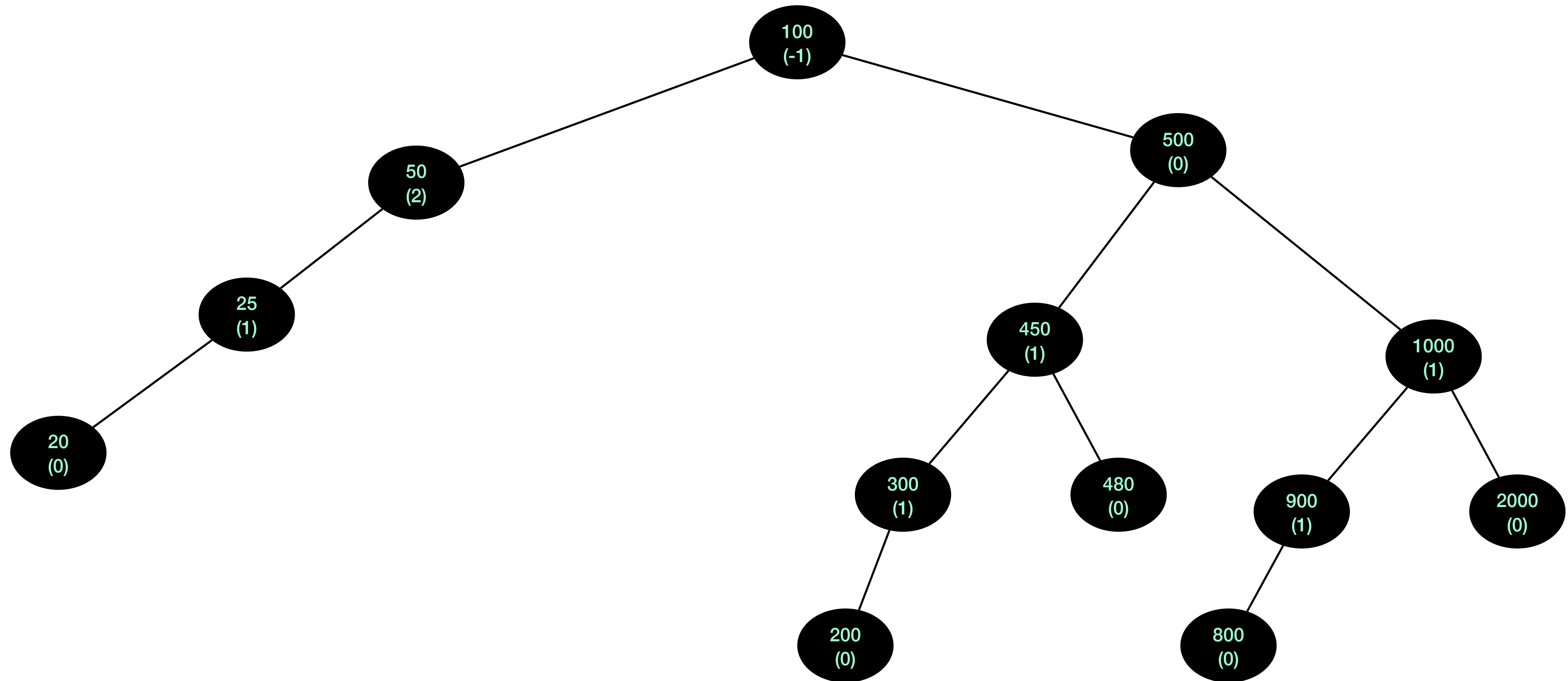
# Remove 500



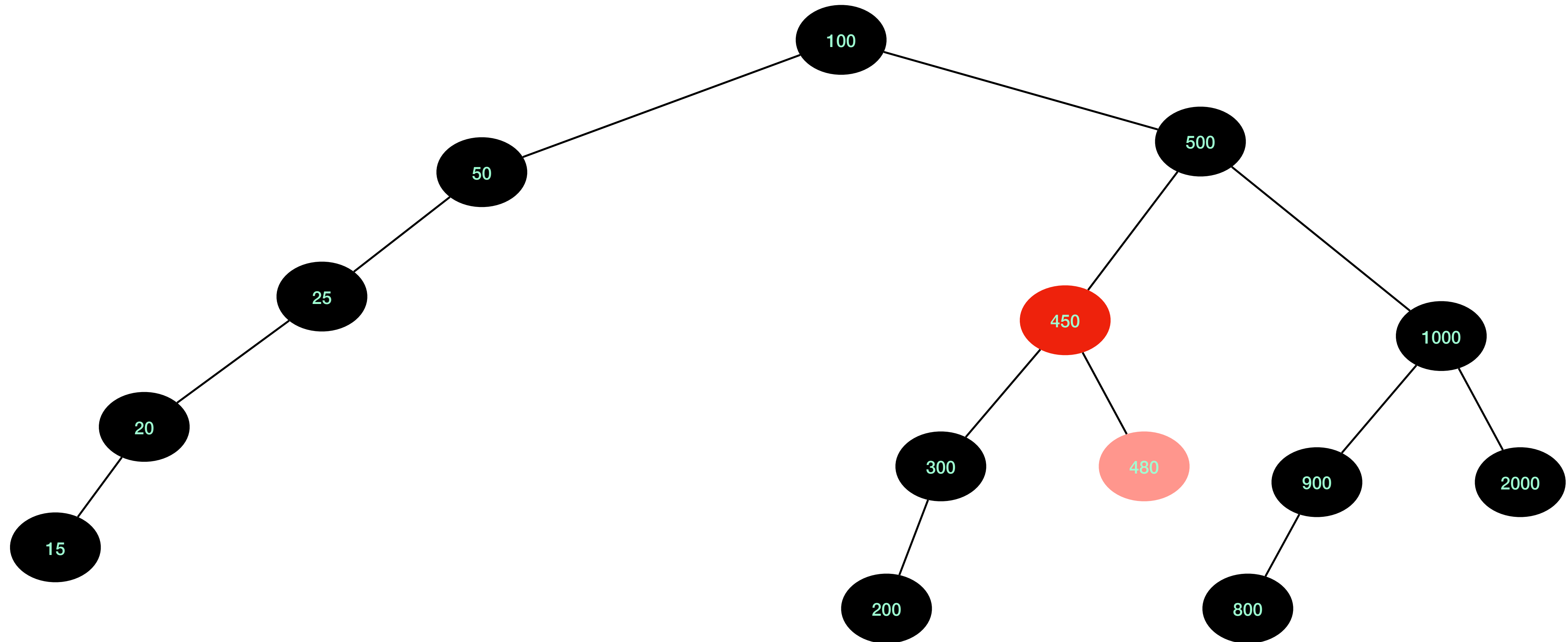
# Remove 15



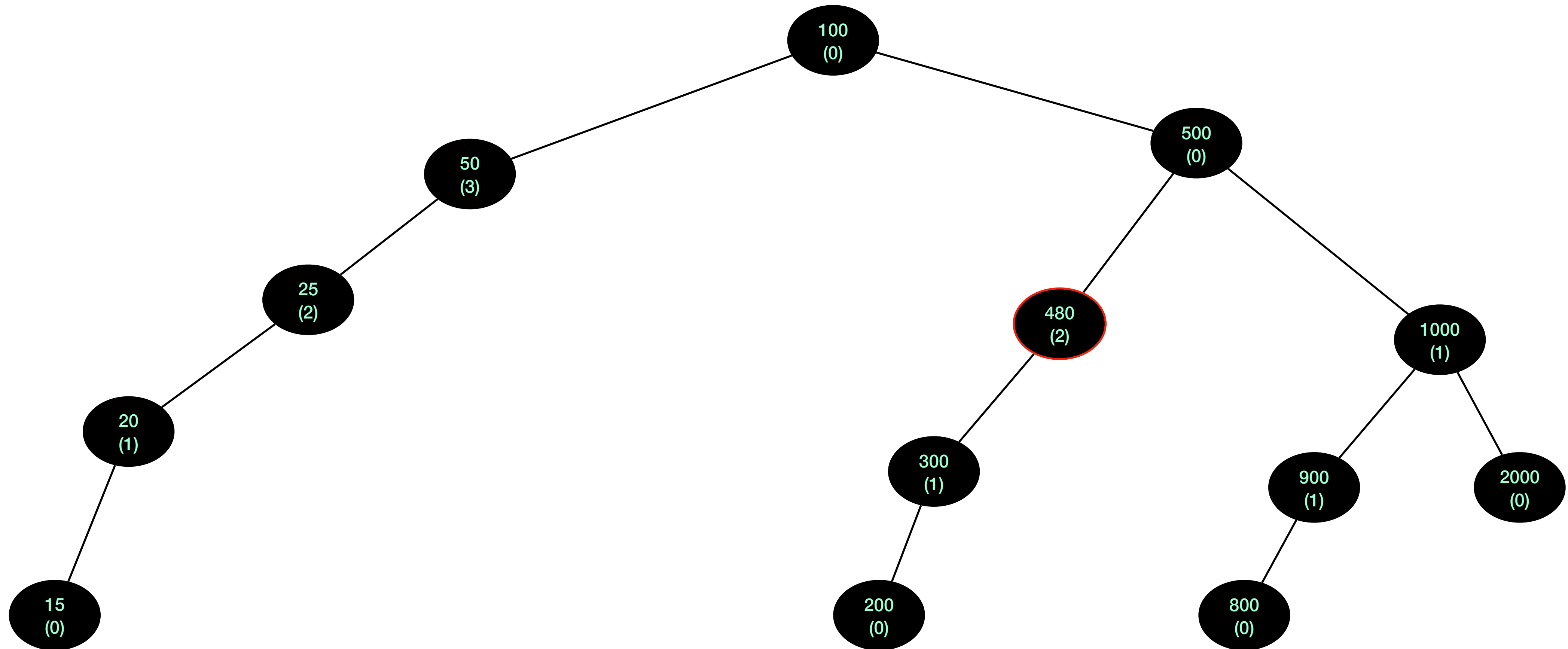
# Remove 15



# Remove 450

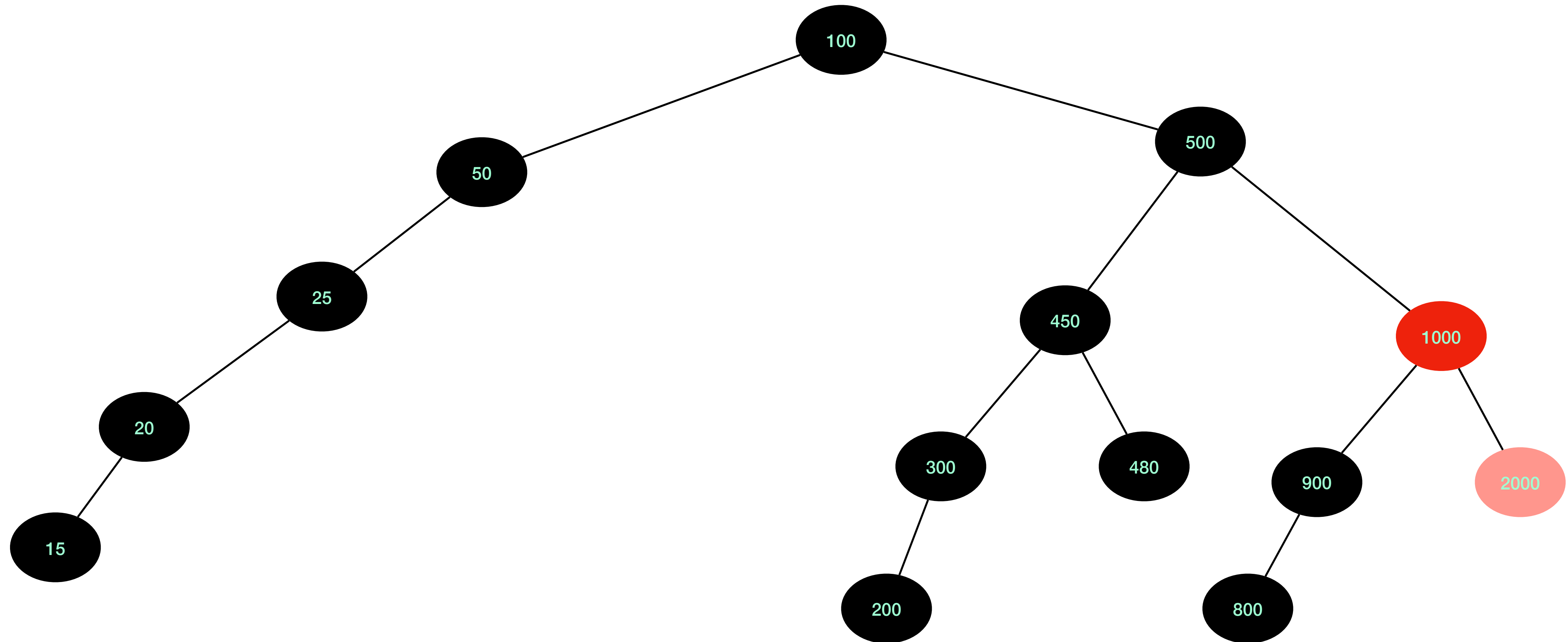


# Remove 450

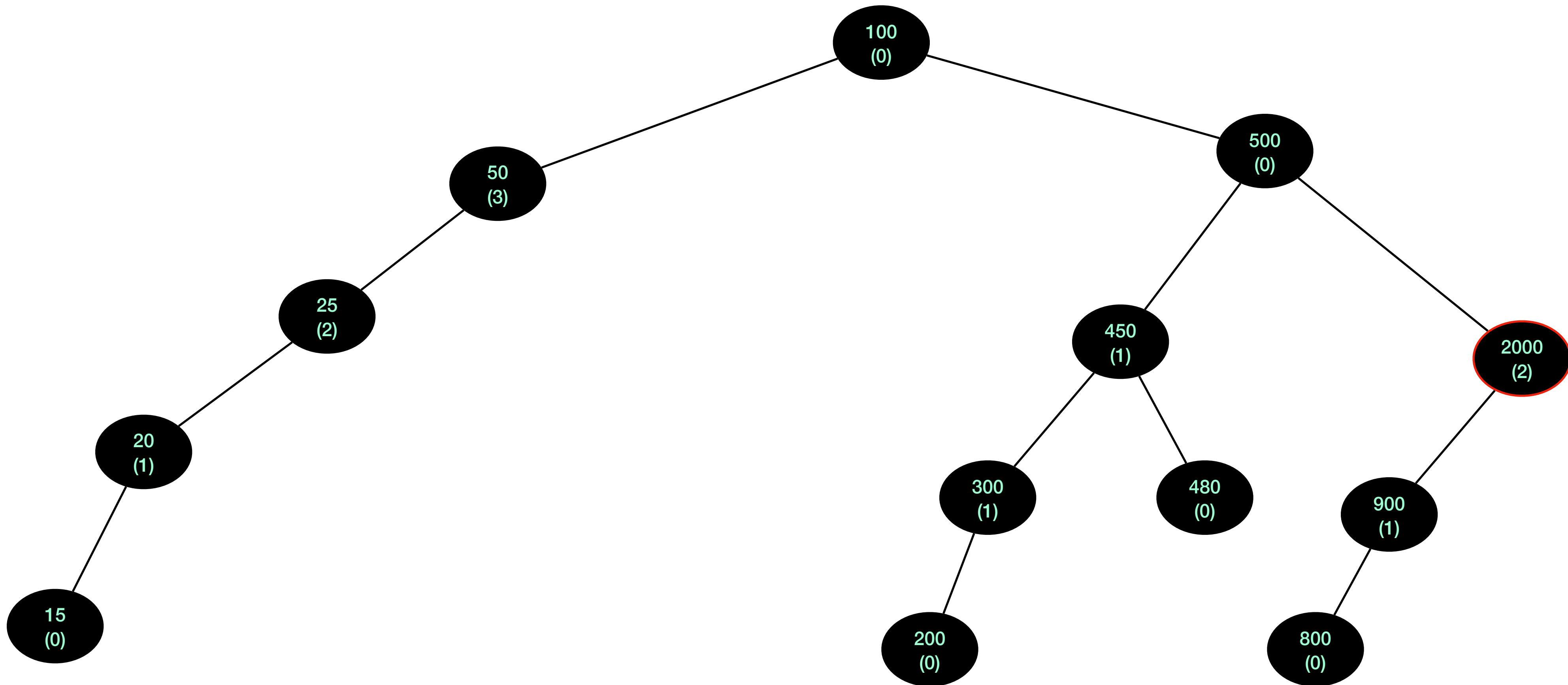




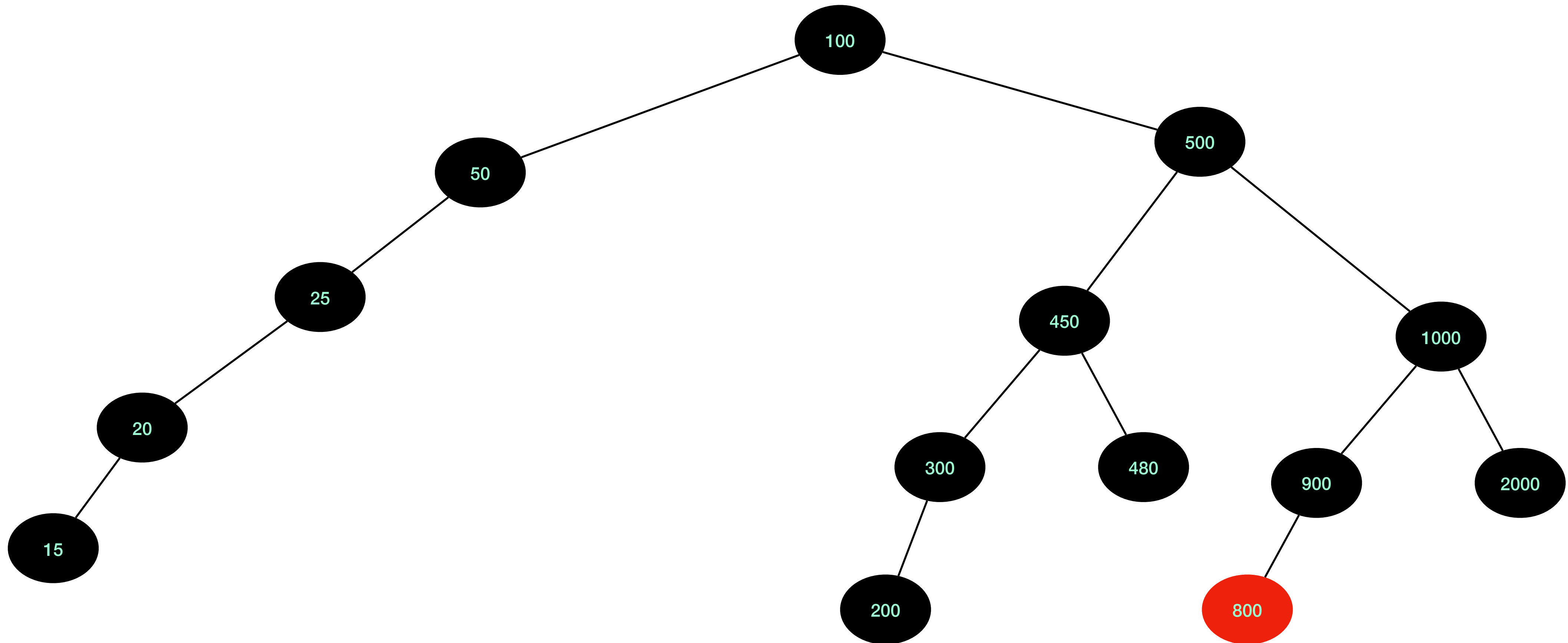
# Remove 1000



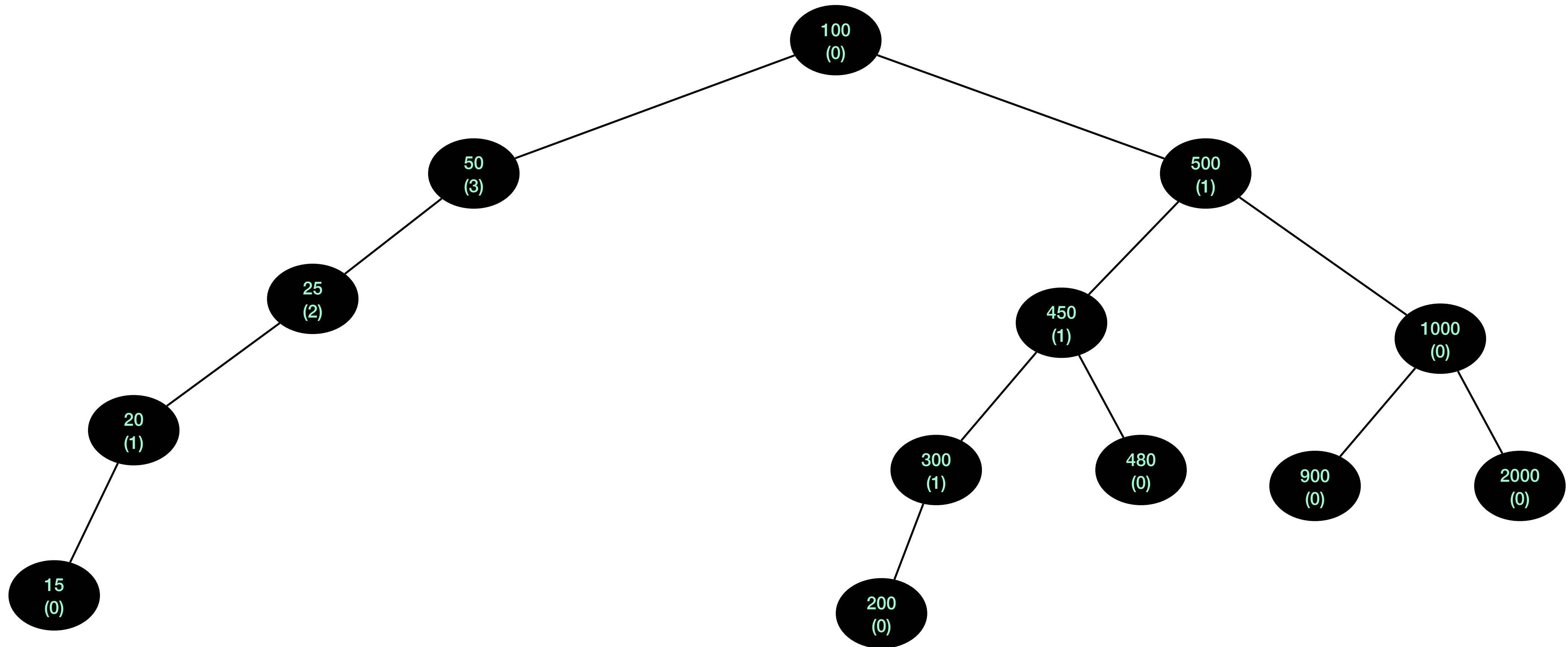
# Remove 1000



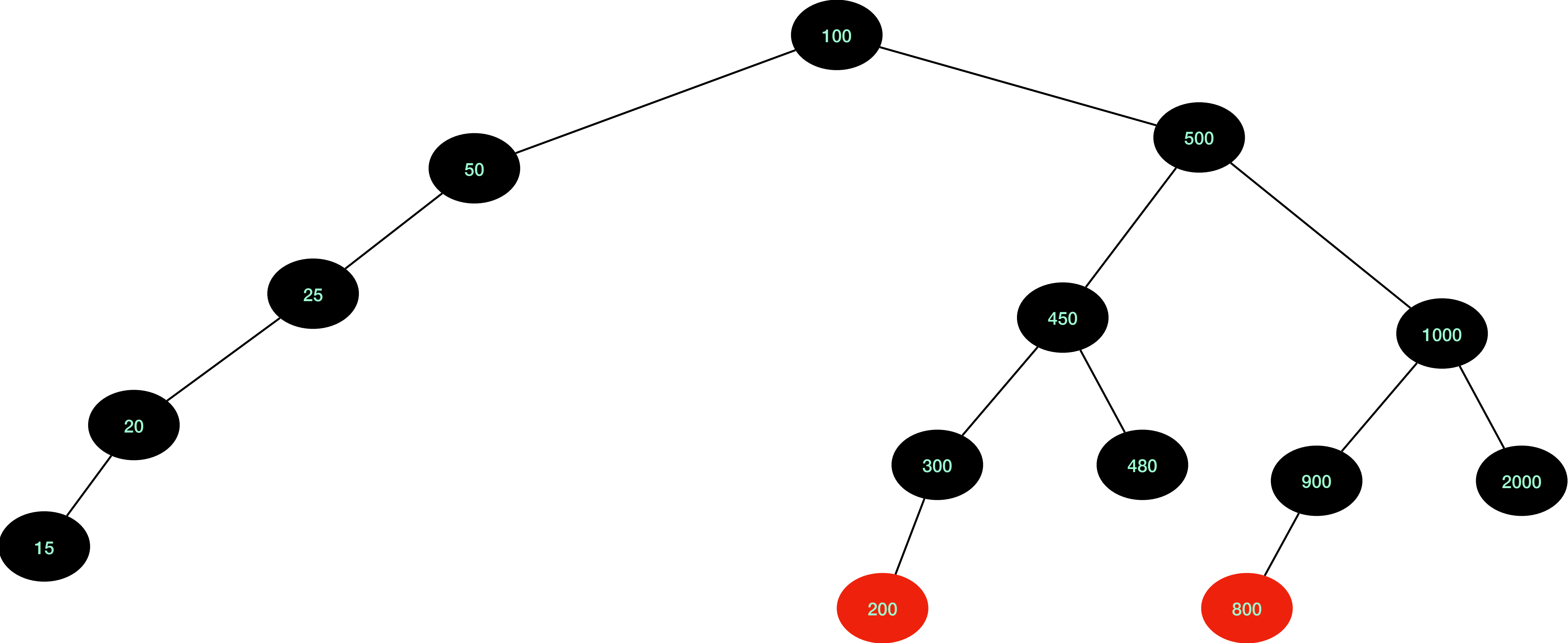
# Remove 800



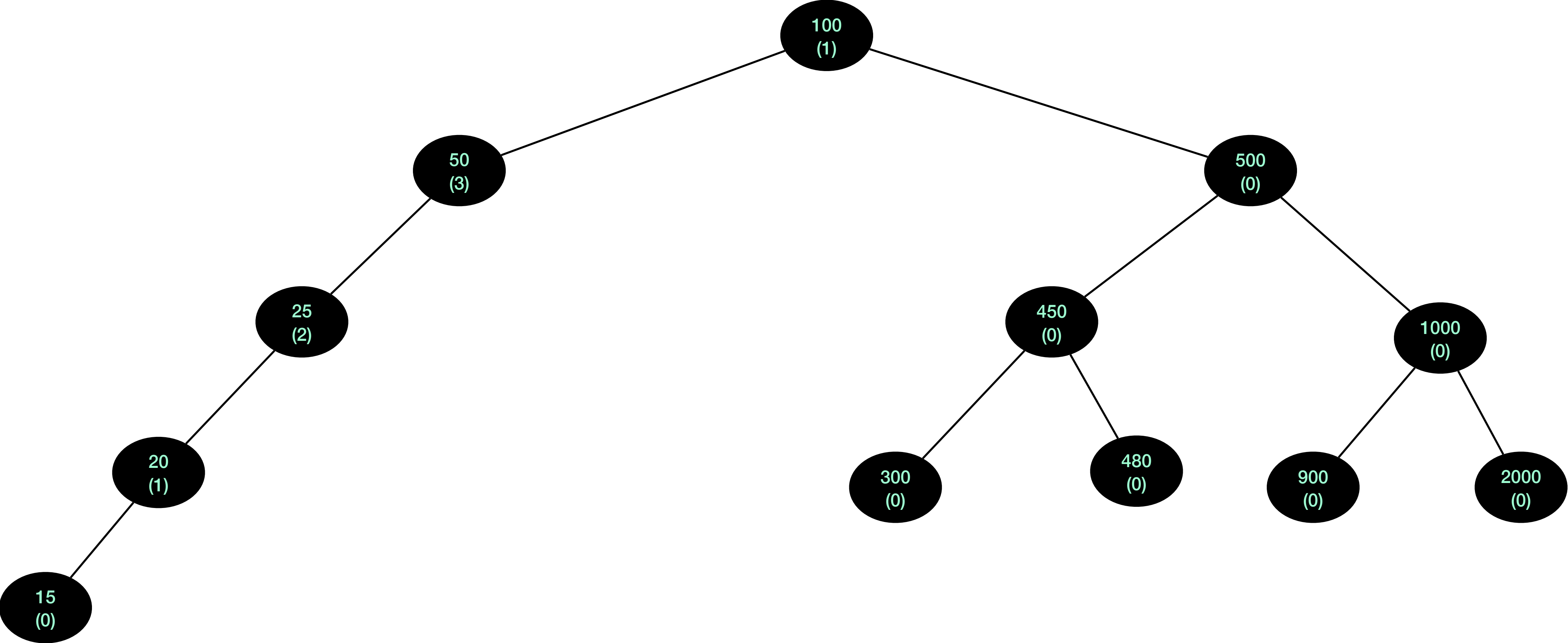
# Remove 800



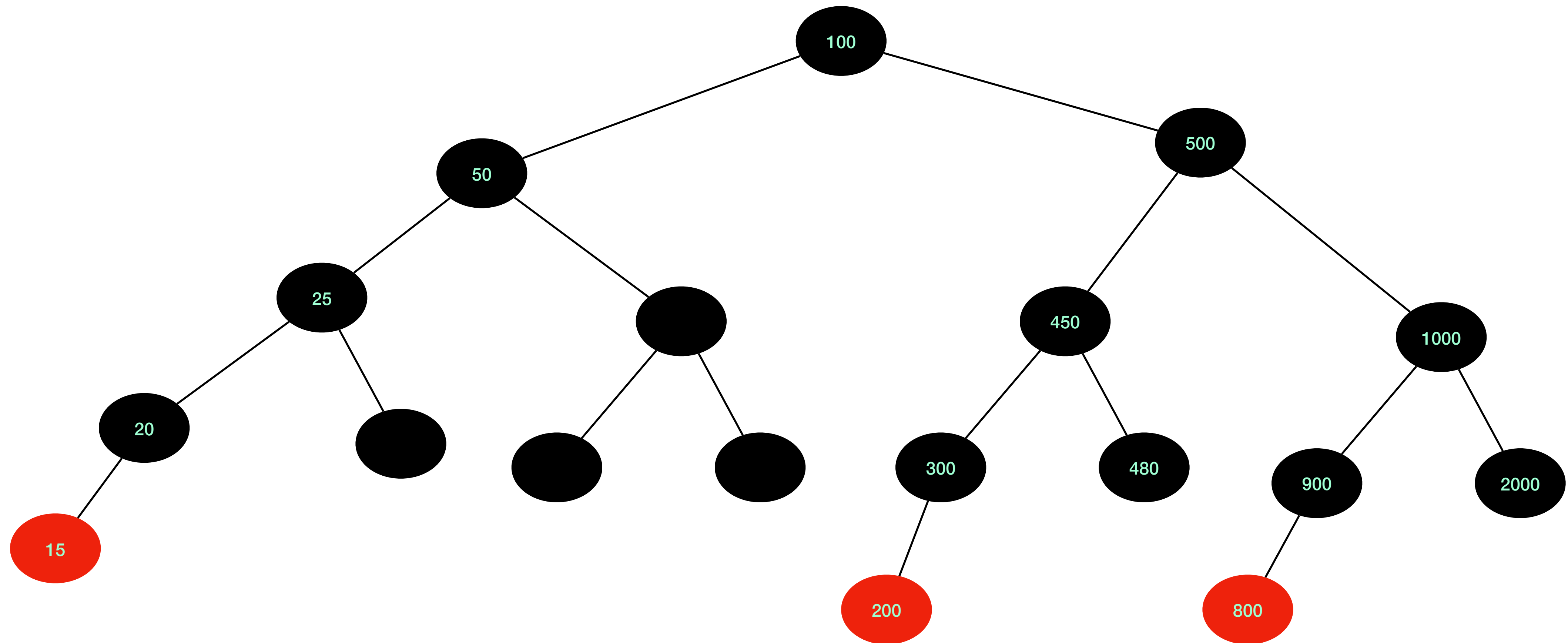
# Remove 800 & 200



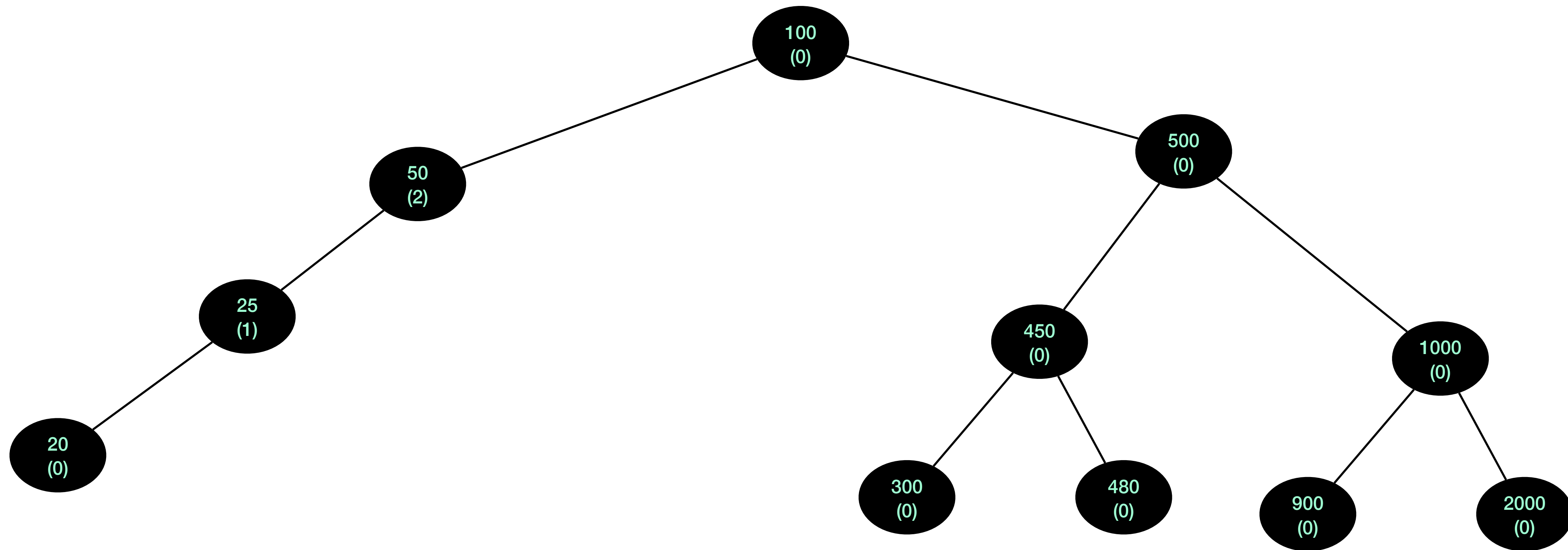
# Remove 800 & 200



# Remove 800 & 200 & 15



# Remove 800 & 200 & 15





# Rotation Height

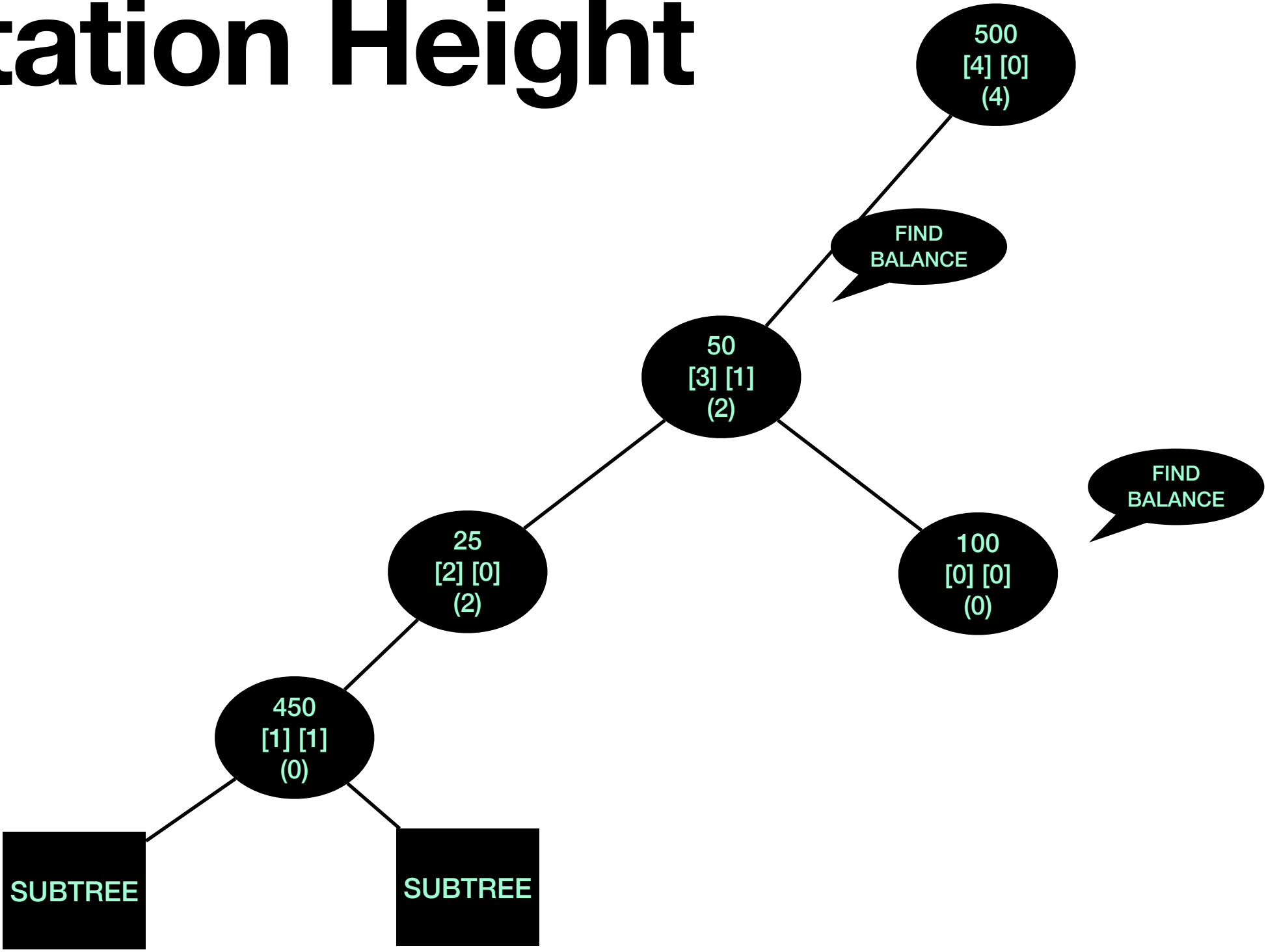
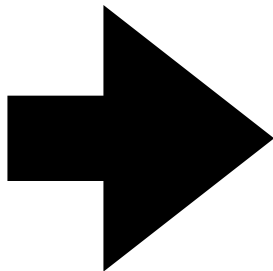
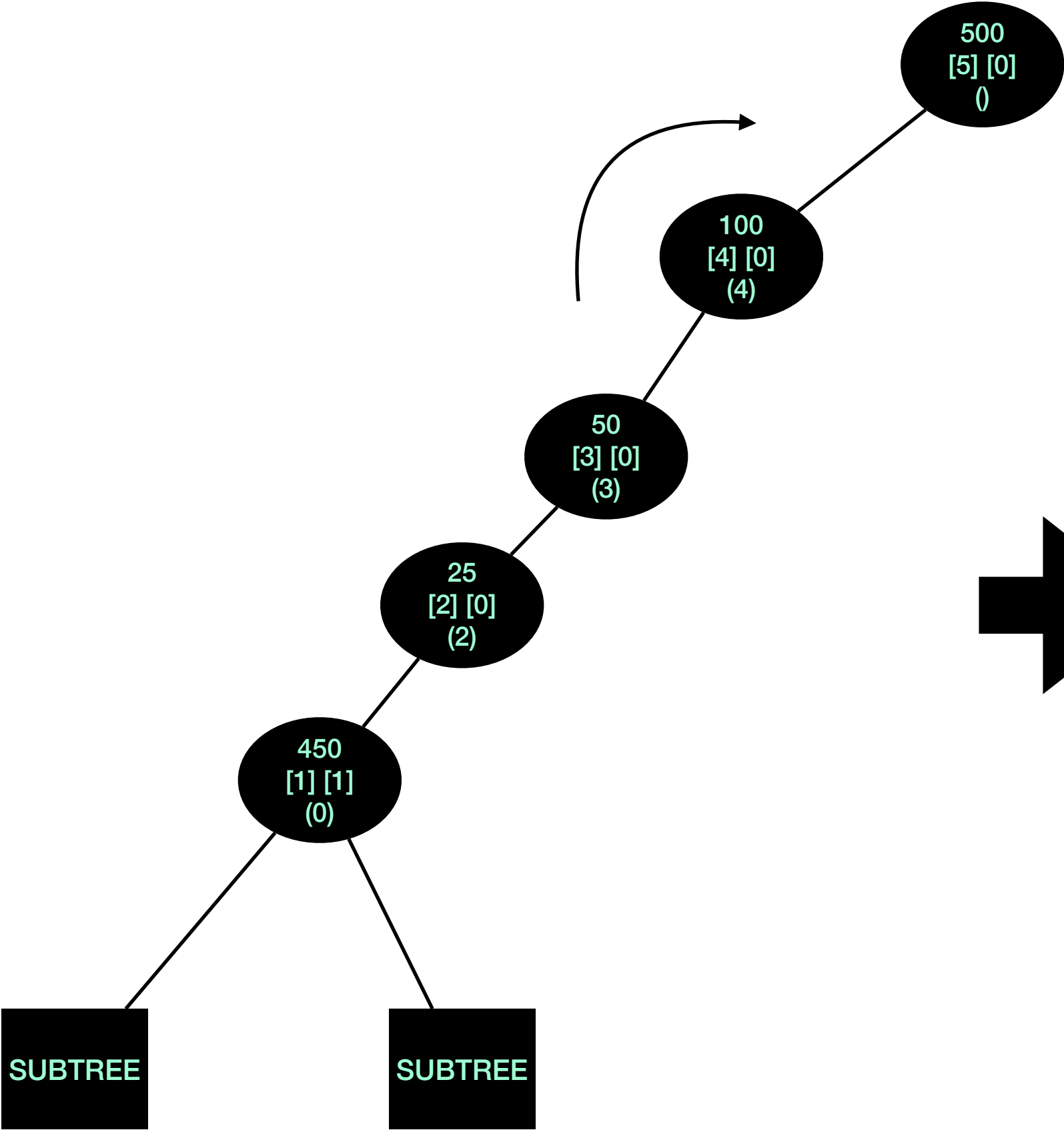
L4

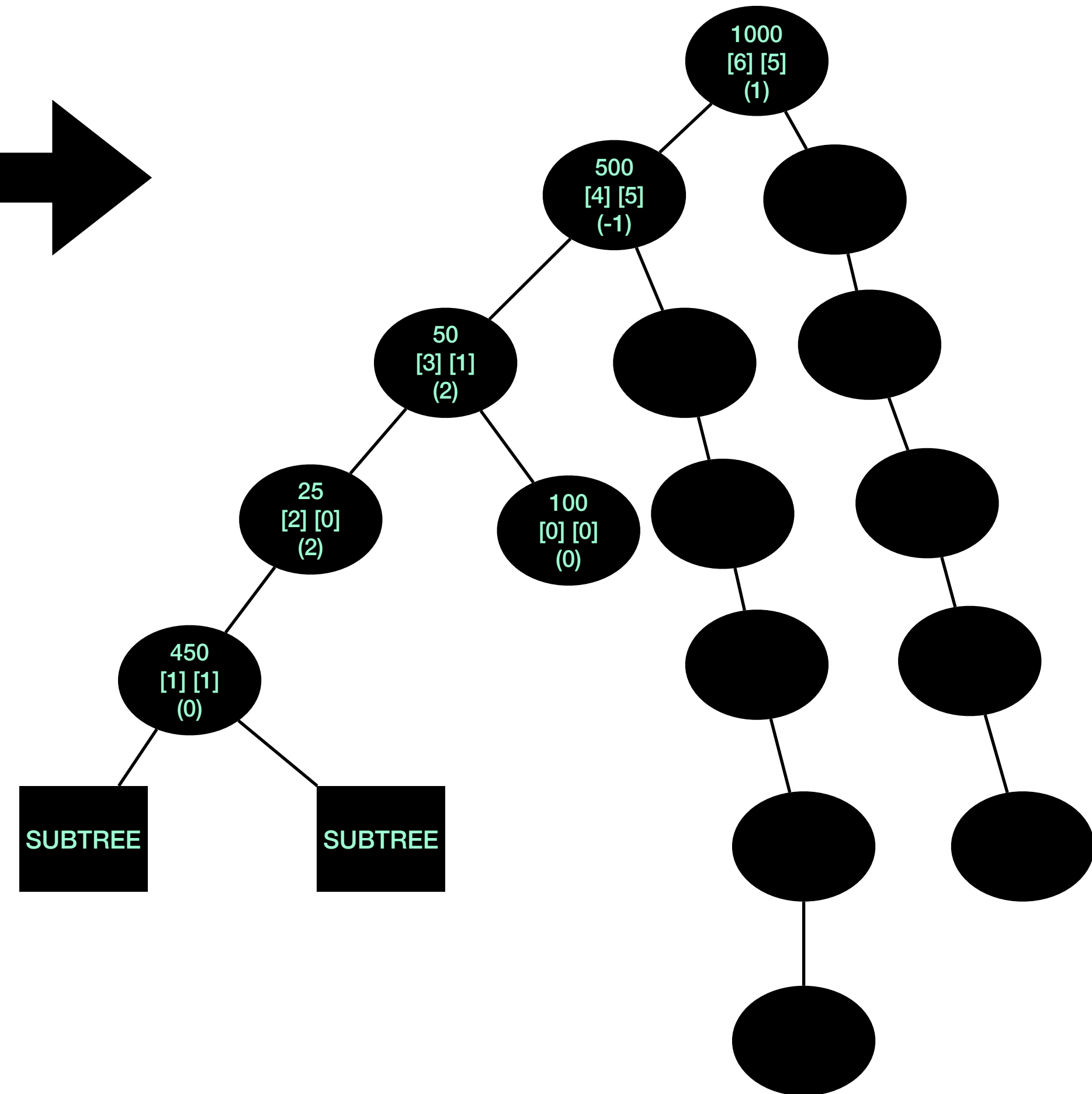
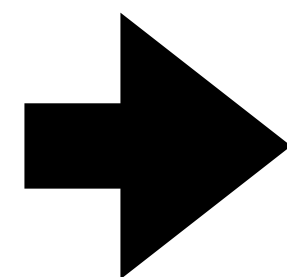
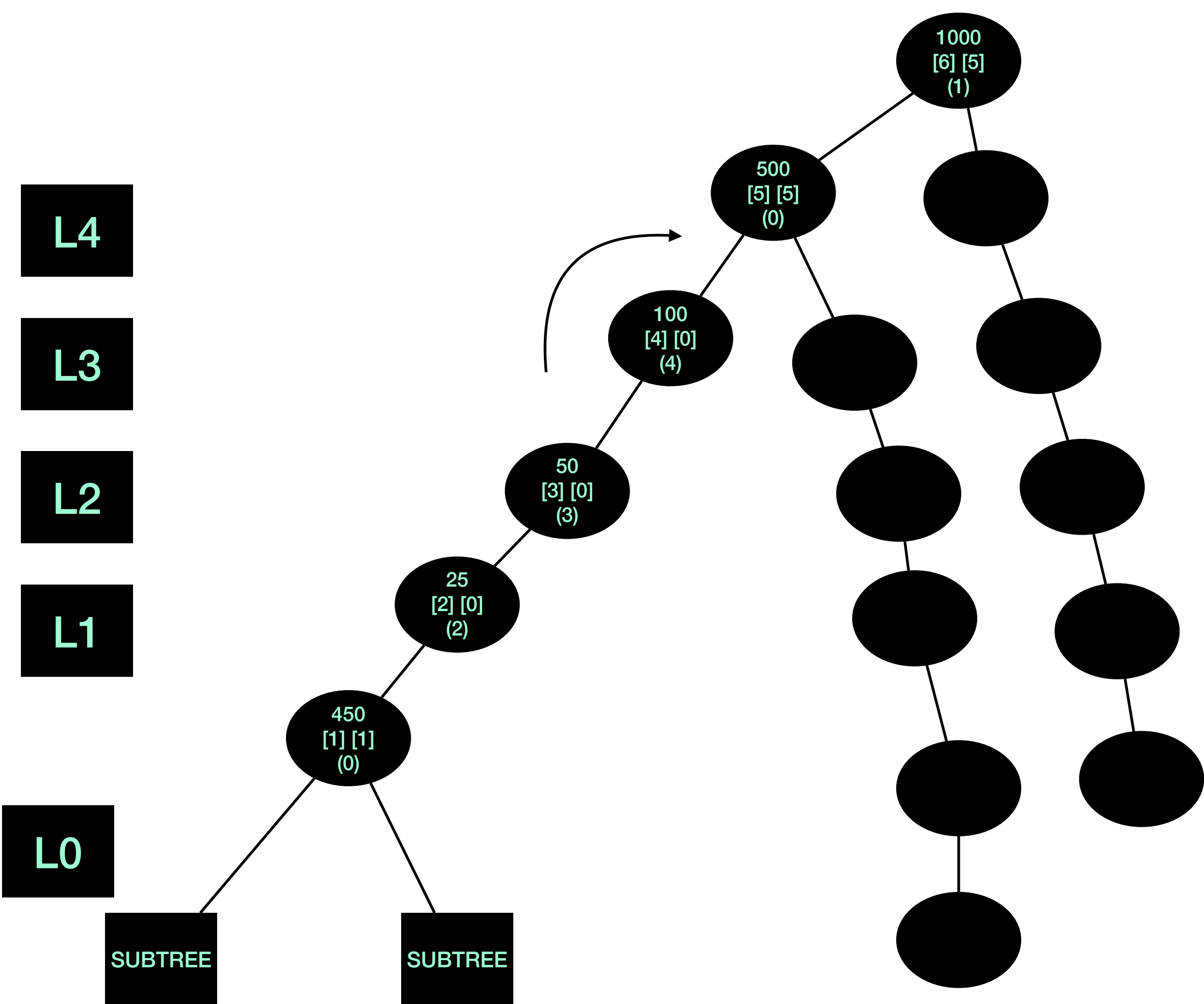
L3

L2

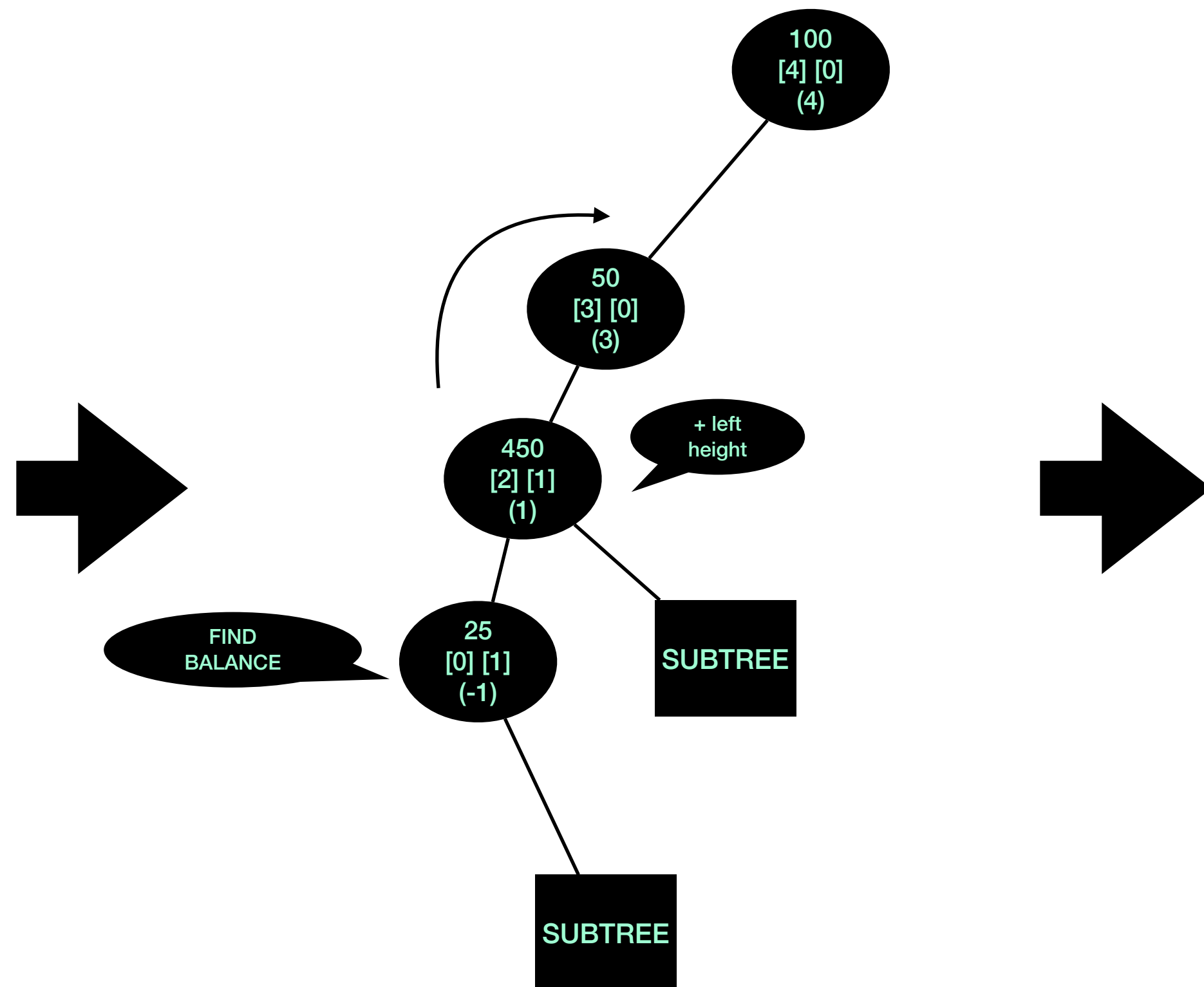
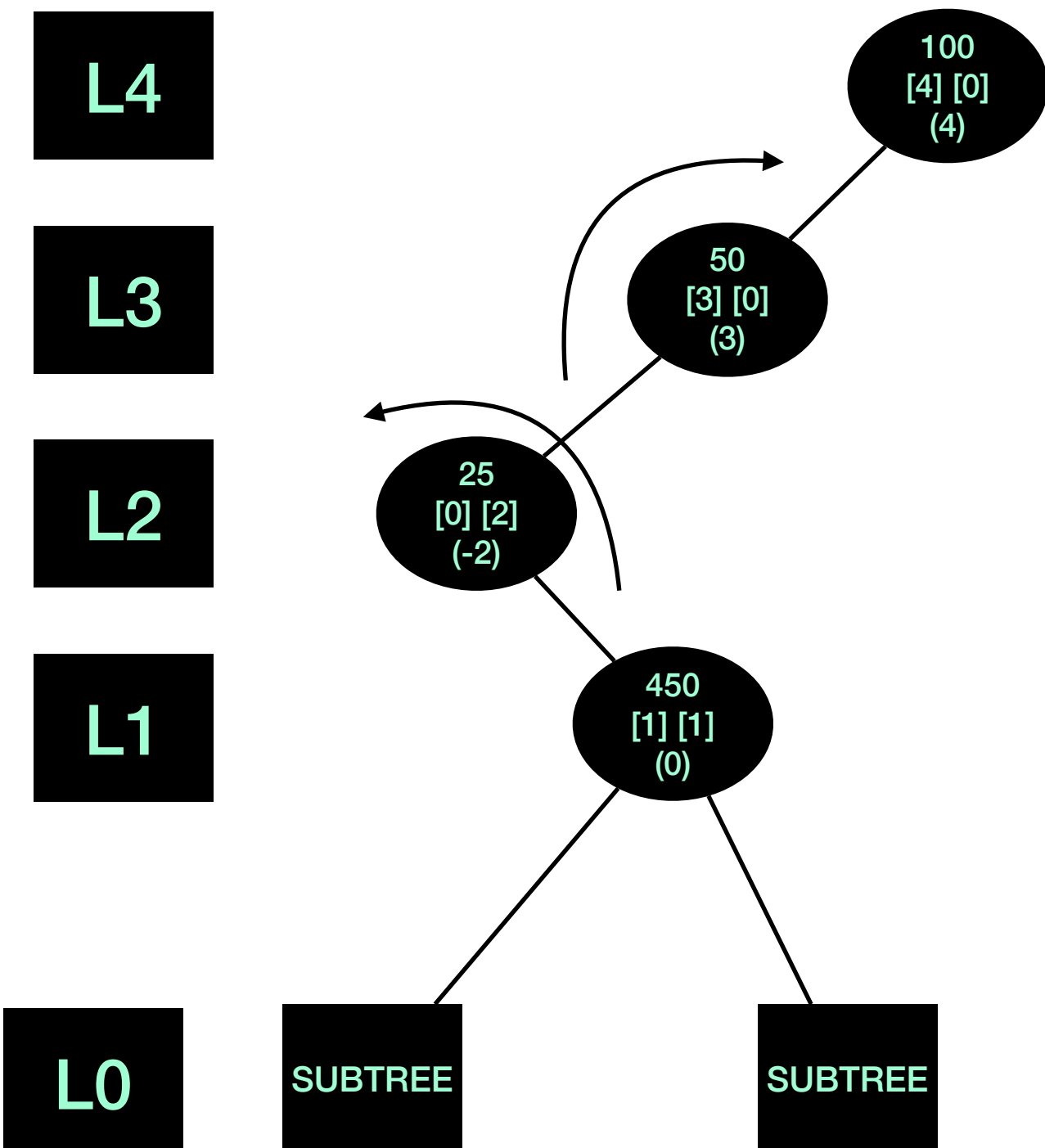
L1

L0

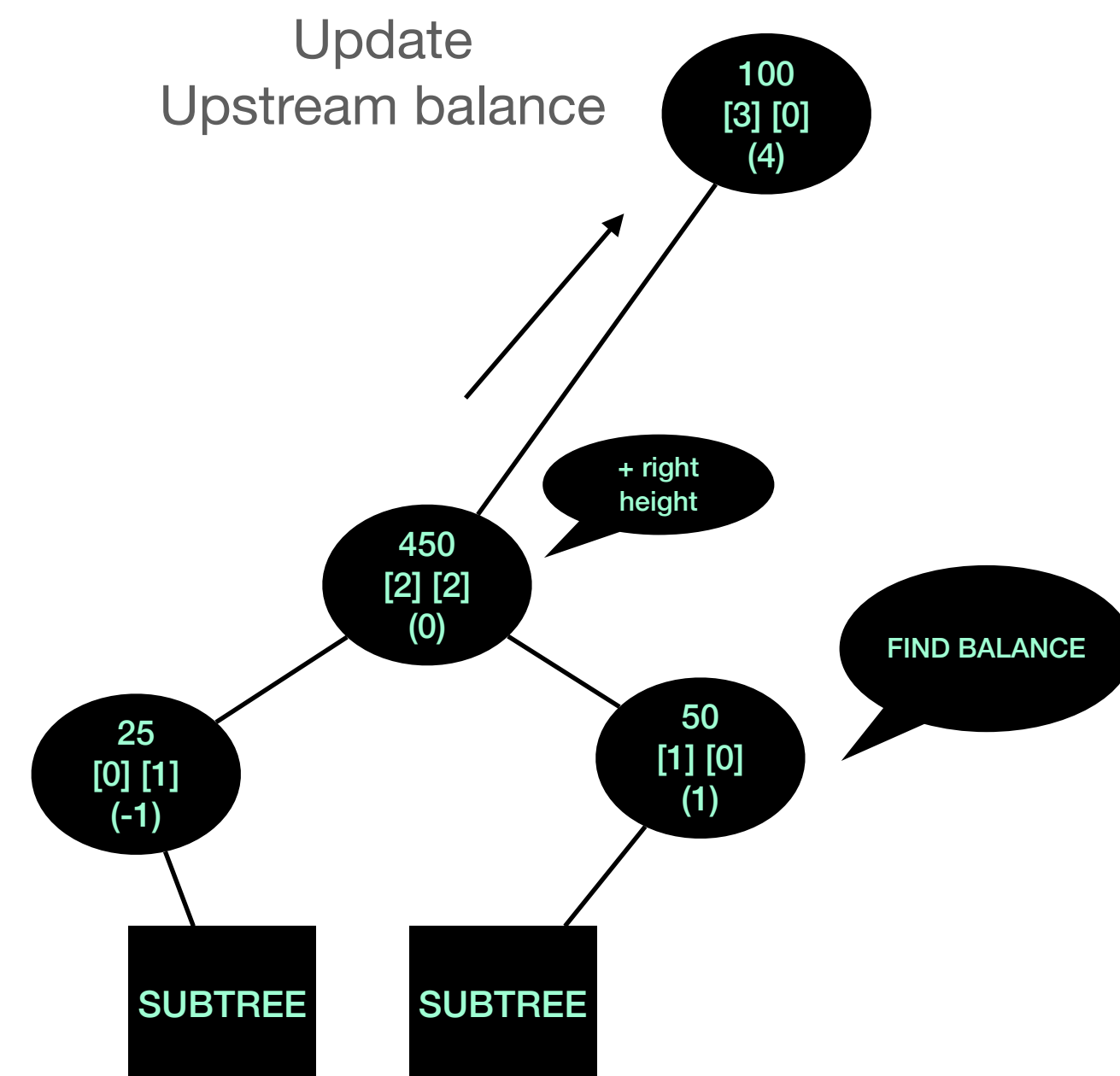




# Rotation Height



Add balance



Sub balance

# Rotation Height

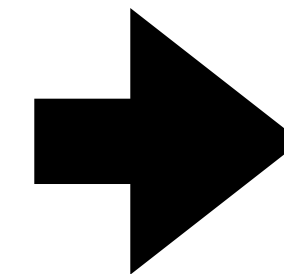
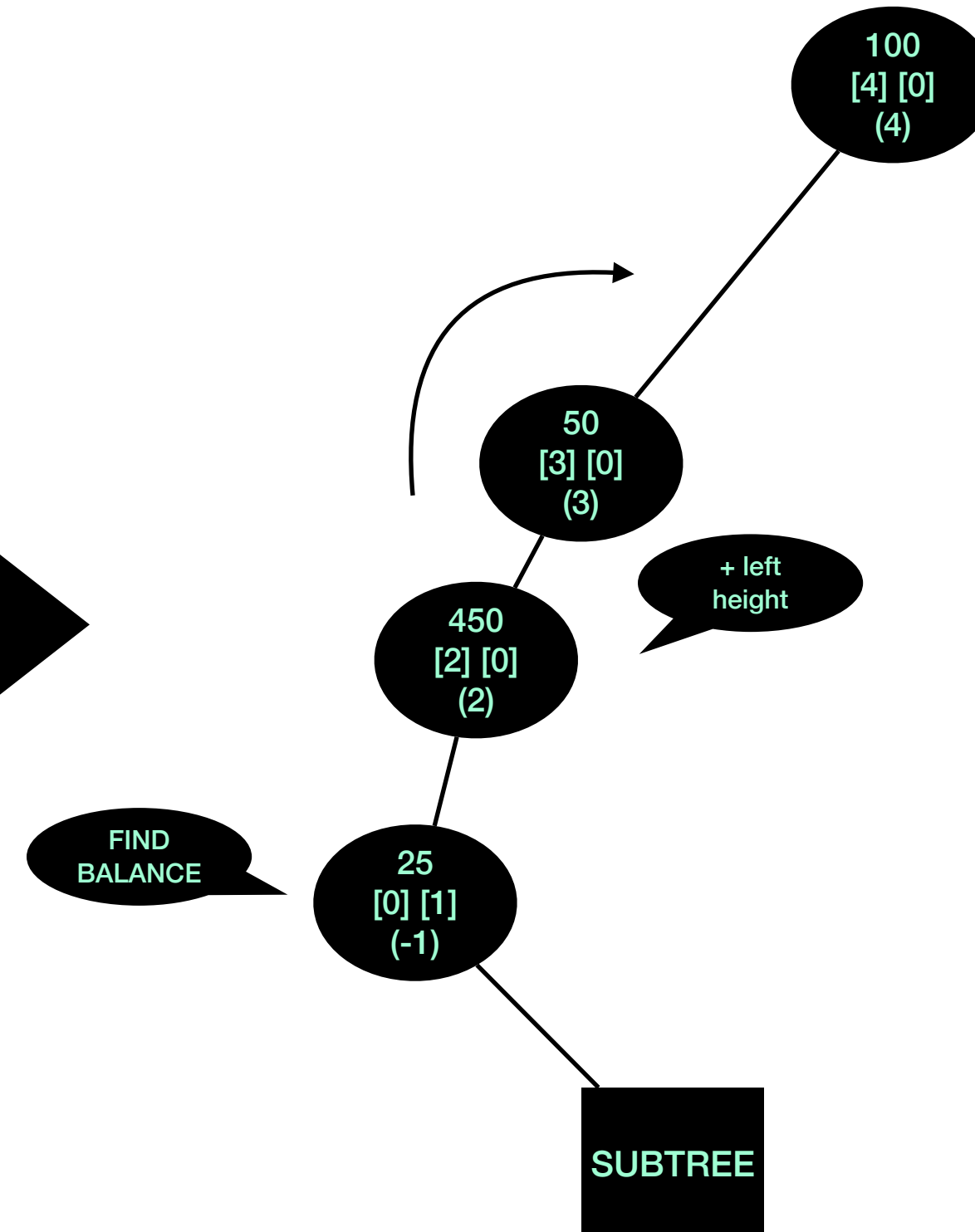
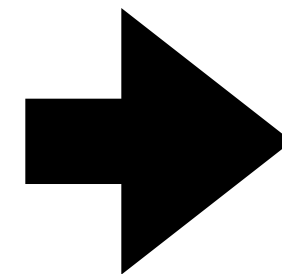
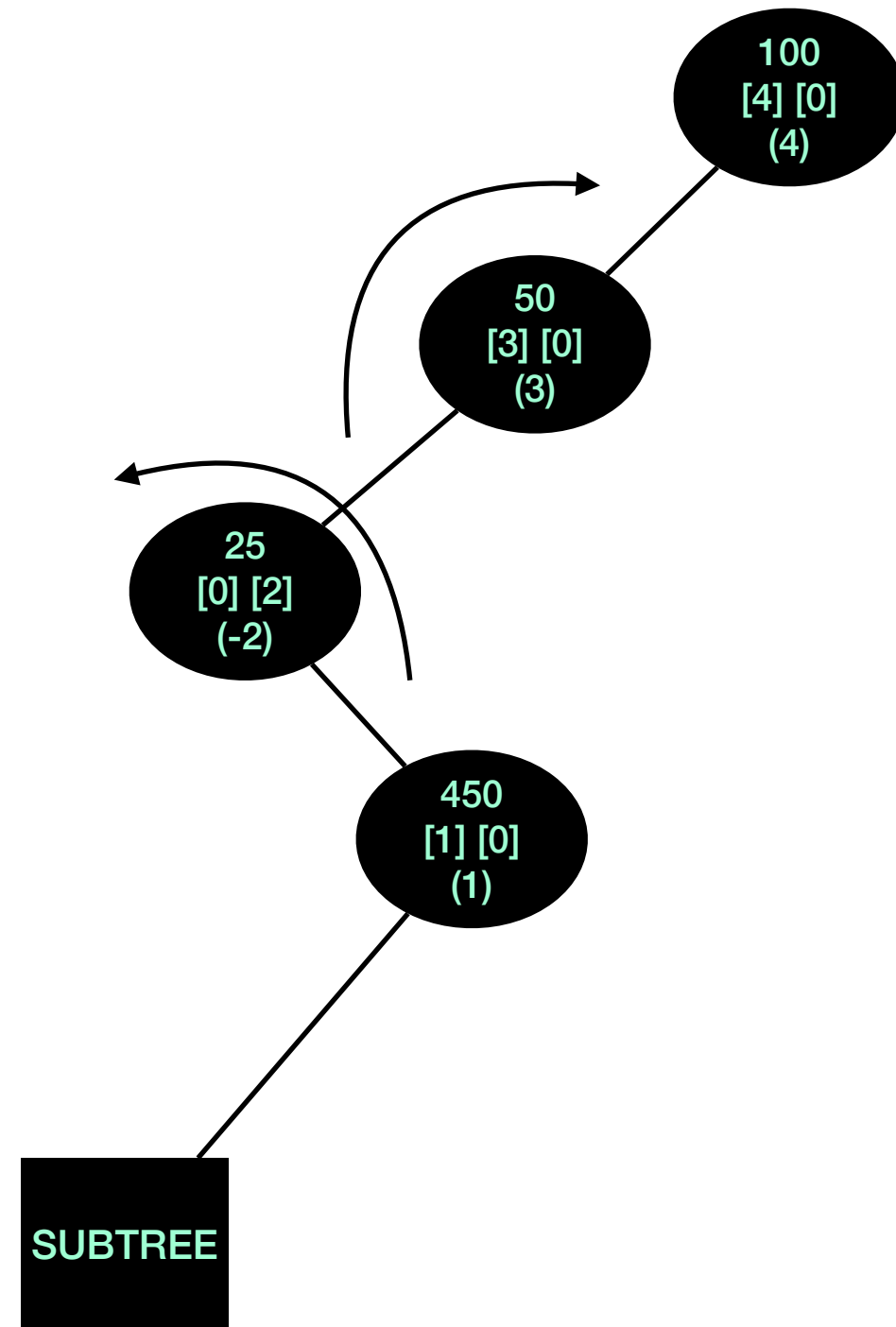
L4

L3

L2

L1

L0



Update  
Upstream balance  
(Terminates if needed)

