

Insertion into an AVL Tree

`_insert(6.5)`

Insert (pseudo code):

- 1: Insert at proper place
- 2: Check for imbalance
- 3: Rotate, if necessary
- 4: Update height

```
1 struct TreeNode {  
2     T key;  
3     unsigned height;  
4     TreeNode *left;  
5     TreeNode *right;  
6 };
```

