```
119 template <typename K, typename V>
120 void AVL<K, D>::_ensureBalance(TreeNode *& cur) {
121   // Calculate the balance factor:
122   int balance = height(cur->right) - height(cur->left);
123
124   // Check if the node is current not in balance:
125   if ( balance == -2 ) {
126     int l_balance =
            height(cur->left->right) - height(cur->left->left);
127     if ( l_balance == -1 ) { _____________________________; }
128     else                   { _____________________________; }
129   } else if ( balance == 2 ) {
130     int r_balance =
            height(cur->right->right) - height(cur->right->left);
131     if( r_balance == 1 ) { _____________________________; }
132     else                 { _____________________________; }
133   }
134
135   _updateHeight(cur);
136 };
```