

```
151 template <typename K, typename V>
152 void AVL<K, D>::_insert(const K & key, const V & data, TreeNode
    *& cur) {
153     if (cur == NULL)          { cur = new TreeNode(key, data);    }
157     else if (key < cur->key) { _insert( key, data, cur->left ); }
160     else if (key > cur->key) { _insert( key, data, cur->right ); }
166     _ensureBalance(cur);
167 }
```