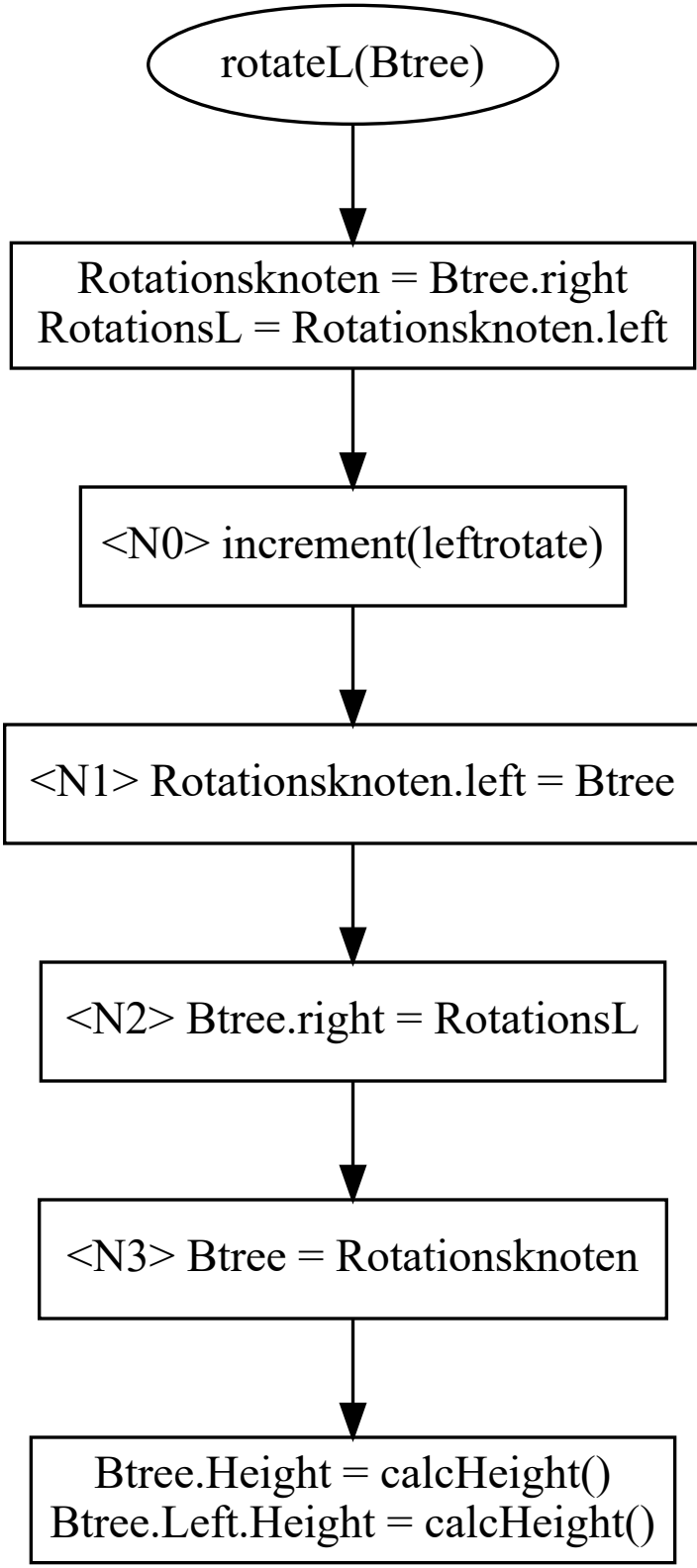
rotateL(Btree)
Rotationsknoten = Btree.right
RotationsL = Rotationsknoten.left
<N0> increment(leftrotate)
<N1> Rotationsknoten.left = Btree
<N2> Btree.right = RotationsL
<N3> Btree = Rotationsknoten
Btree.Height = calcHeight()
Btree.Left.Height = calcHeight()