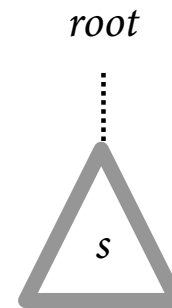


```

Node* insert_aux(Node* root, int value) {
    Node* o;
    → if (root == null) {
        o = new Node(value);
    }
    else {
        if (root.value == value) {
            o = root;
        }
        else {
            if (value < root.value) {
                root.left = insert_aux(root.left, value);
                root.left = balance(root, LEFT);
                o = root;
            }
            else {
                // Symmetrical
            }
        }
    }
    return o;
}

```

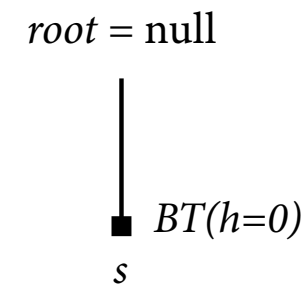


o
|
⋮

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            }
            else {
                // Symmetrical
            }
        }
    }
    return o;
}

```



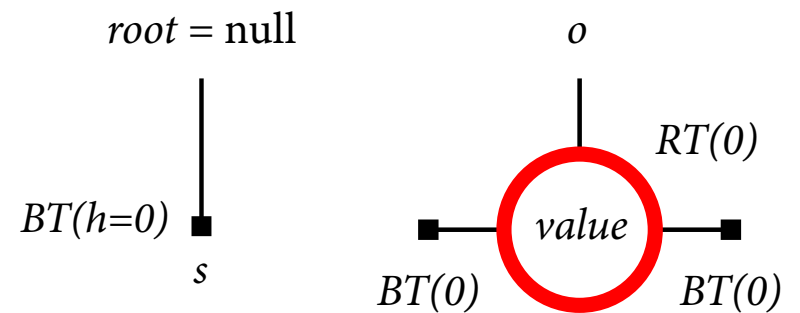
o

⋮

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            }
        }
    }
    return o;
}

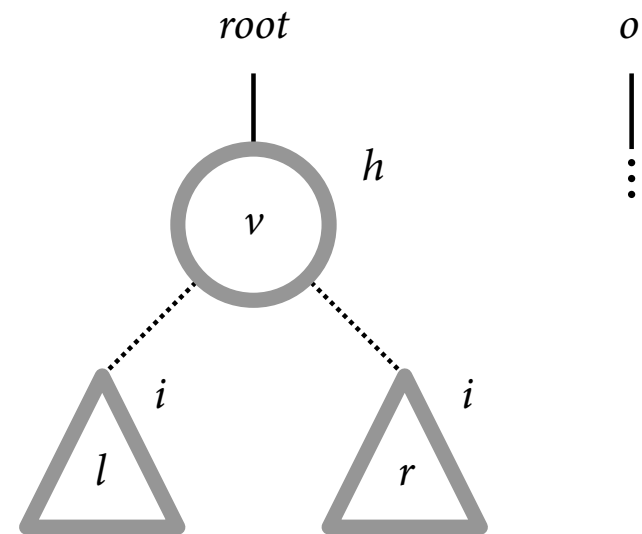
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    return o;
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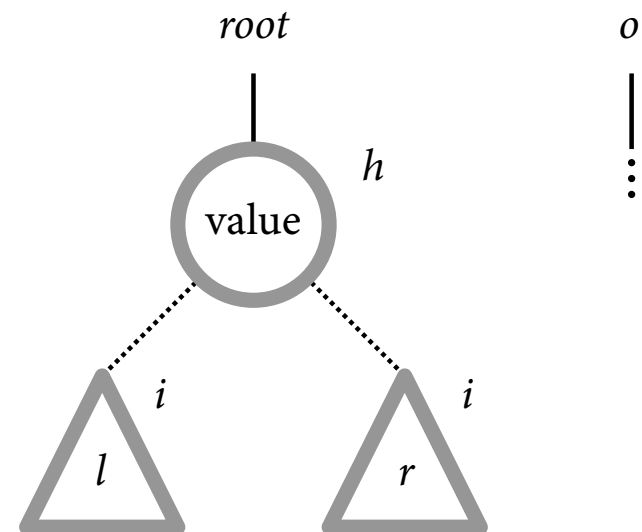
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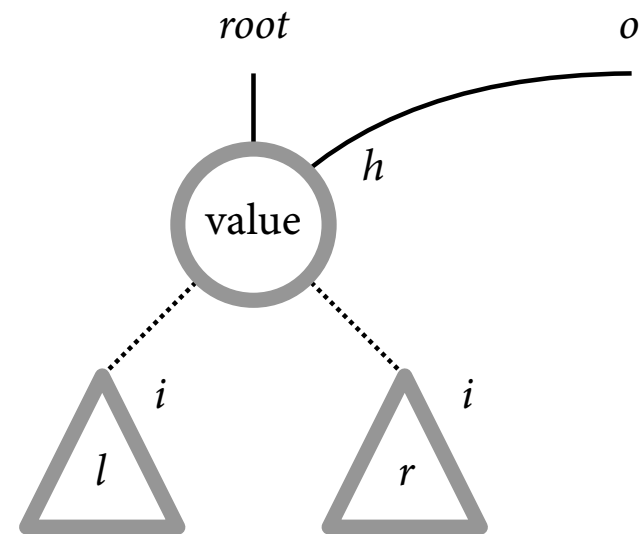
```



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            }
        }
    }
    return o;
}

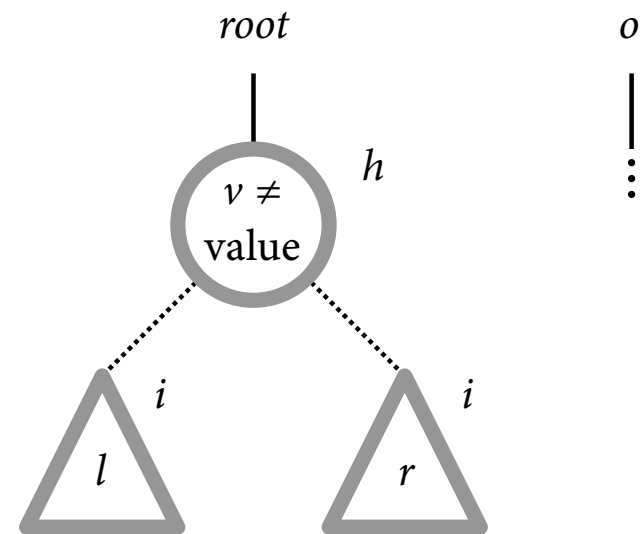
```



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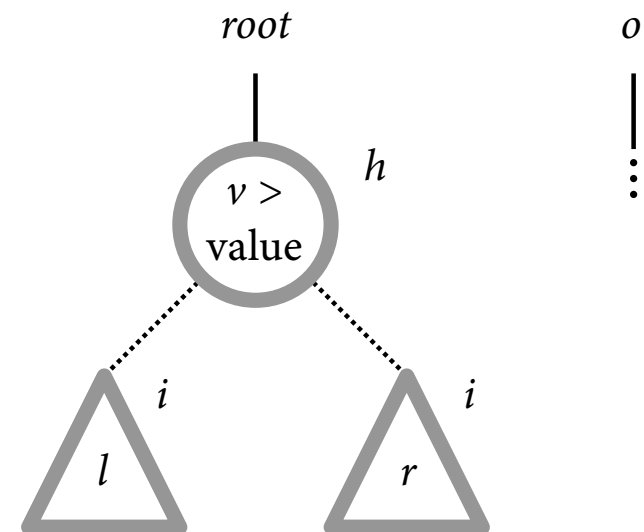
```



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