```
Node* balance(Node* root, int dir) {
if (red(root.left)) {
  if (red(root.right)) {
    root.left = blacken(root.left);
    root.right = blacken(root.right);
    root.black = false;
  else {
    if (red(root.left.left)) {
      root = rb.rotate.single(
        root, RIGHT);
    else {
      if (red(root.left.right)) {
        root = rb.rotate.dbl(
          root, RIGHT);
                                                      BT(h+1)
      else {
                            RT(h)
                                                                     RT(h)
                                                  lv
else {
                                         BT(h)
                                                       BT(h)
                           BT(h)
                                                                      BT(h)
return root;
```