

```
func insert (value):
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```
    nodecurrent = header;
```

```
    node update = [MAX_LVL + 1]
```

```
    for i from level → 0:
```

```
        current = current.forward[i] if current
```

```
        update[i] = current
```

```
    current = current.forward[0]
```

```
    if !current or current.key != key:
```

```
        rlevel = random-level()
```

```
        if rlevel > level:
```

```
            for i from level → rlevel:
```

```
                level = rlevel
```

```
    node-u = Node(rlevel, key)
```

```
    for i from 0 → rlevel:
```

```
        node-u.forward[i] = update[i].forward[i]
```

```
    update[i].forward = u
```

func delete (key):

update = [None] * MAX_LVL + 1

current = header

for i from level \rightarrow 0:

current = current.forward[i]

update[i] = current

current = current.forward[0]

if !current or current.key != key:

for i from 0 \rightarrow level + 1

if update[i].forward[i] != current:

break

update[i].forward = current.forward[i]

while level > 0 and !header.forward[level]:

level -= 1

func search (key):

current = header

for i from lenl \rightarrow 0:
while current and current.key < key:
current = current.forward[i]

current = current.forward[0]

if current and current.key == key:
return key.