

## RBTree

- root
- color\_flip\_count
- + RBTree()
- + ColorFlipCount()
- + begin()
- + end()
- + add()
- + remove()
- + find()
- + findclosest()
- + operator[]()
- + empty()
- rotate\_left()
- rotate\_right()
- fix\_colorviolation()
- insert\_node()
- remove()
- BSTreplace()
- successor()
- fix\_double\_black()