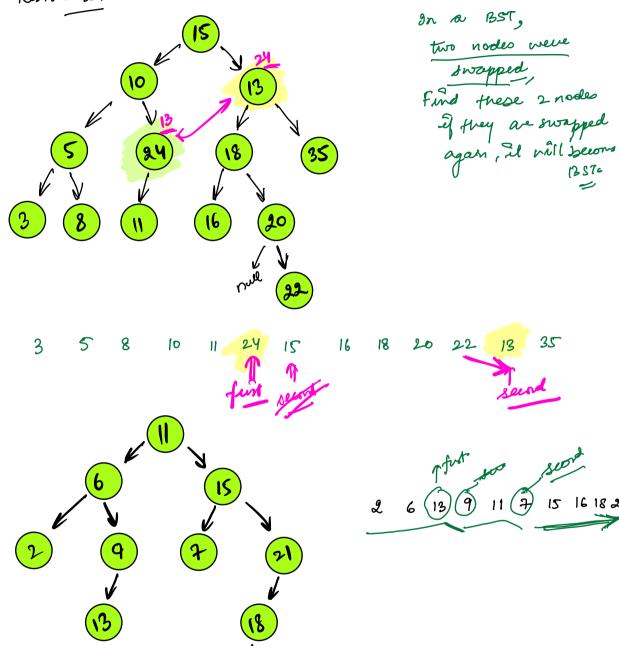
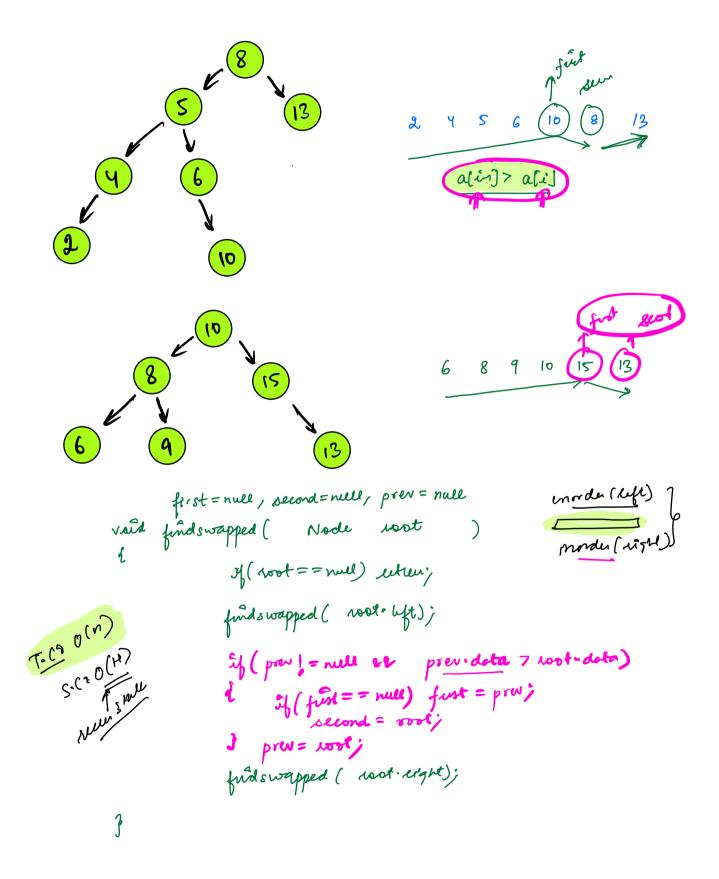
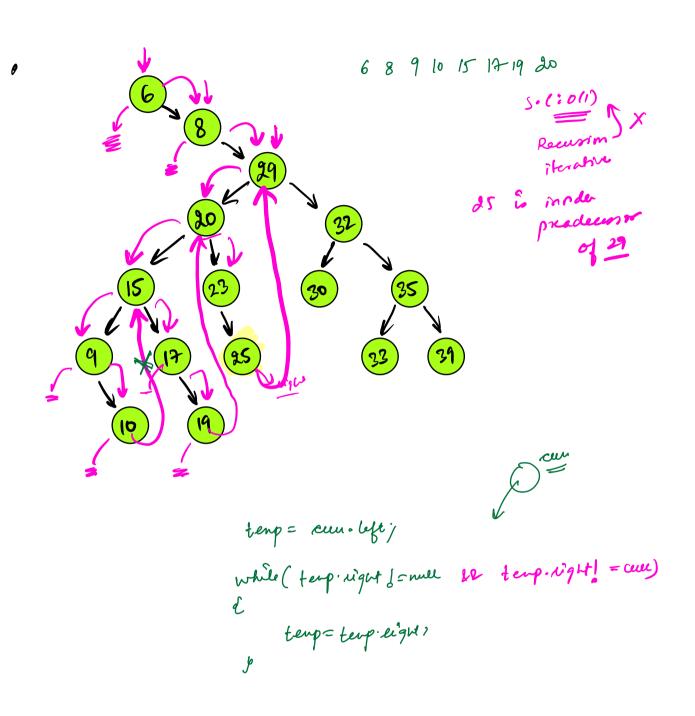
sorted away -> Balanced BST Ynodis | hught of - height of | <= 1 15 Node build ( int au [], int start, ut end) åf ( start > end) refuer mull; nid mid = (start tend)/g; Node tenp = new Node (au (mid)); temp-lift = build ( aux, start, mid-1); temp . light = build ( au, mid+1, end); retuen temp; Þ

Restore 13ST







```
cui = rost;
                     while (
                              cui / = null
                    1
                           if ( cur-lift == null)
Morris inoder
                                    peint ( cum data);
                                      Cult correrique;
                            þ
    S-(:0(1)
                           else
   T. (: 0(3N) 80(N)
                                     tenp = cem·left;
                                   whil ( temp. night for null be deep night som)
                                 if (ferp. light == mell)
                                        temp. signt = cee:
                                            ceu = cum·left;
                                 else f
                                           terp night = null;
                                            peint (curriado);
                                             um = au · wgst;
                                  y
                      y
```

