template <class ItemType>

void LeftBalance (TreeNode<ItemType> \*& tree, bool & taller)

{

TreeNode<ItemType> \* ls = tree->left;

TreeNode<ItemType> \* rs;

switch (ls->bf)

{

case LH: tree->bf = ls->bf = EH;

RotateRight(tree);

taller = false;

break;

case EH: cerr << "Tree already balanced " << endl;

break;

case RH: rs = ls->right;

switch (rs->bf)

{

case LH: tree->bf = RH;

ls->bf = EH; break;

case EH: tree->bf = ls->bf = EH; break;

case RH: tree->bf = EH;

ls->bf = LH; break;

}

rs->bf = EH;

RotateLeft(tree->left);

RotateRight(tree);

taller = false;

}

}