```
TREE-DELETE(x)
 if left[z]=nil or right[z]=nil
    then y \leftarrow z
    else y \leftarrow TREE-SUCCESSOR(z)
if left[y]≠nil
    then x \leftarrow left[y]
    else x←right[y]
if x≠nil
    then p[x] \leftarrow p[y]
if p[y]=nil
    then root[T] \leftarrow x
    else if y=left[p[y]]
               then left[p[y]] \leftarrow x
              else right[p[y]]\leftarrow x
if y≠z
    then key[z] \leftarrow key[y]
return y
```