**////////this worked**

void rightRotate(BstNode \*root,BstNode \*node){

BstNode \*parent(BstNode \*root,BstNode \*node);

BstNode \*temp,\*parent1;

parent1=parent(root,node);

if(node->left!=NULL){

parent1->left=node->left;

node->left=parent1->left->right;

parent1->left->right=node;

}

}