

Árvore Rubro Negra

Inserção dos valores

26,12,1,15,2,18,21,3,10

Os números foram gerados pela função rand()

Inserção

Raiz deve ser preta

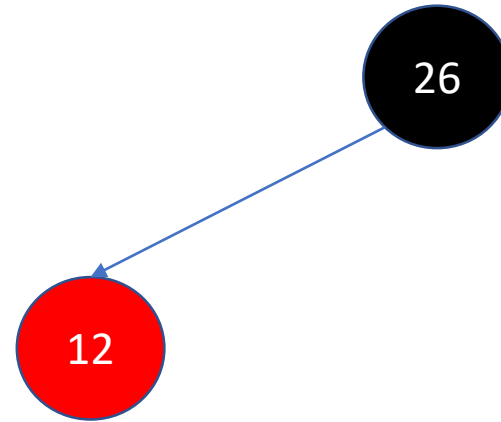
Valores: 26



Inserção

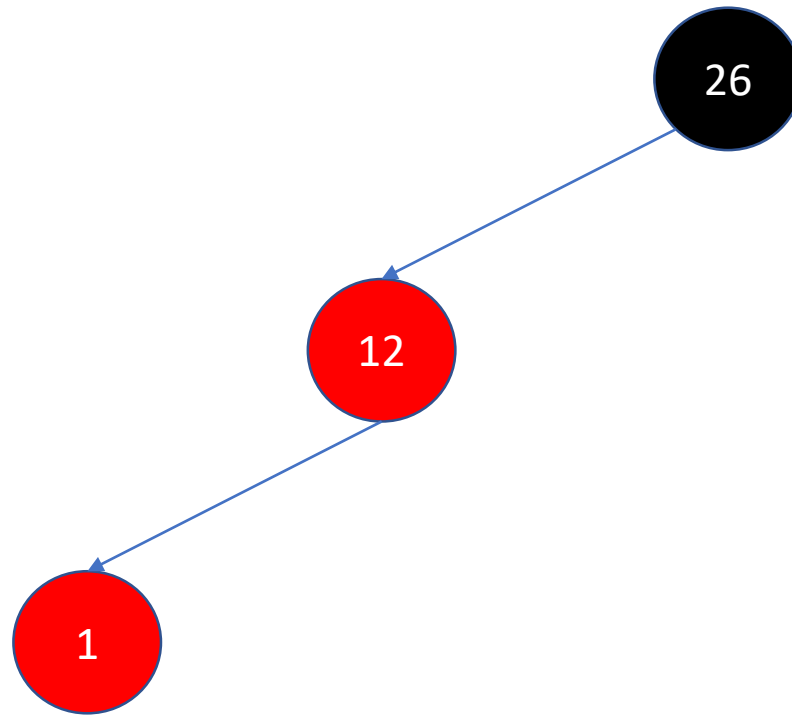
Inserção de valores é vermelho

Valores: 26,12



Inserção

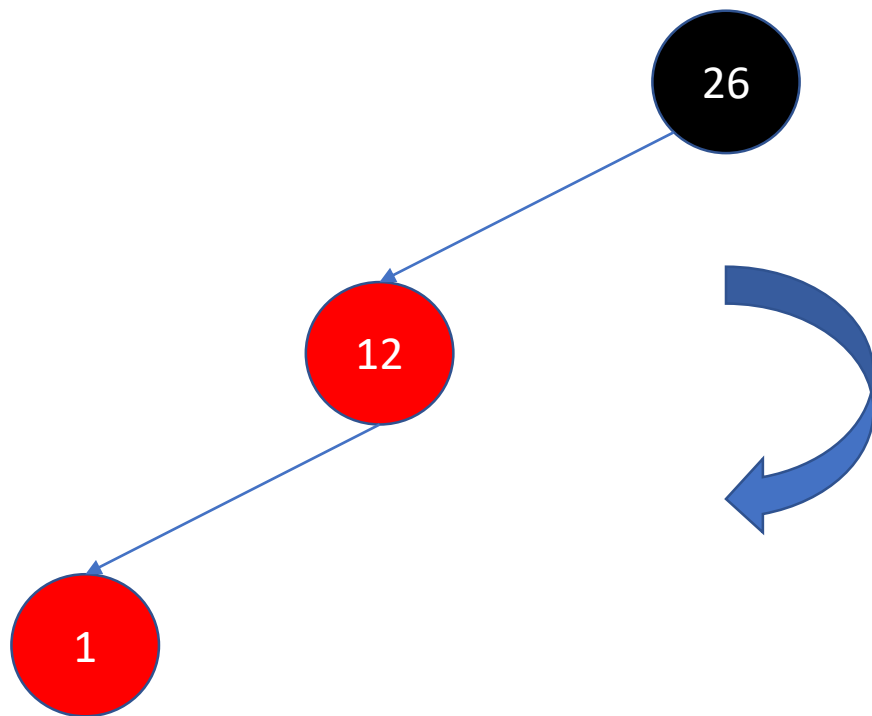
Valores: 26,12,1



Inserção

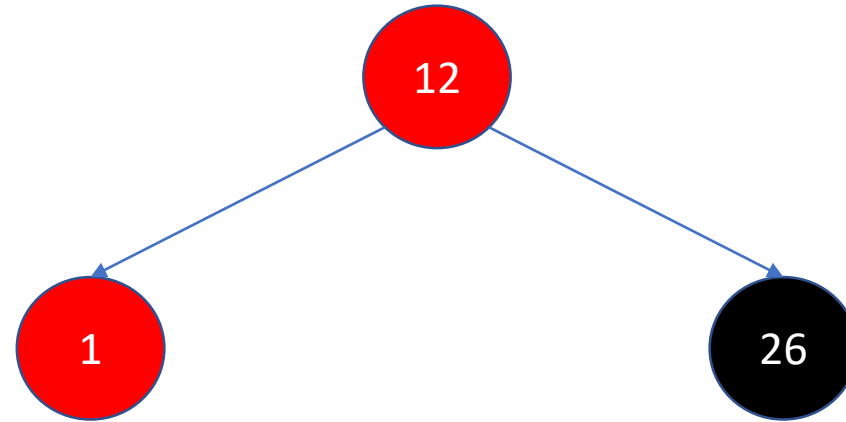
● Rotacionar

Valores: 26,12,1



Inserção

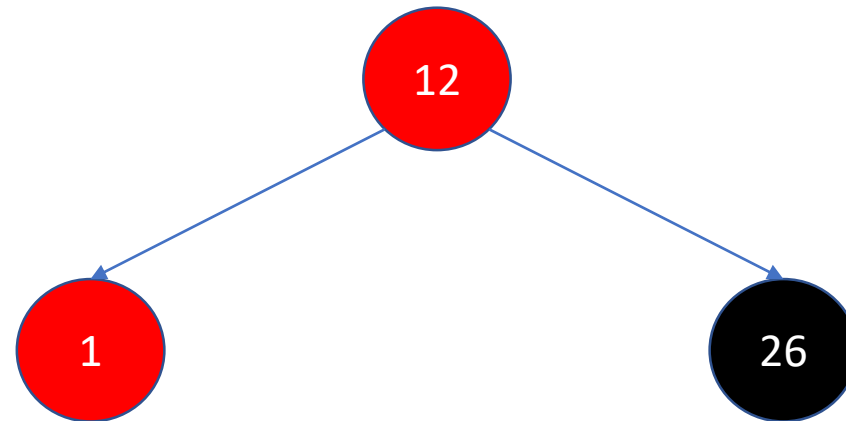
Valores: 26,**12**,**1**



Inserção

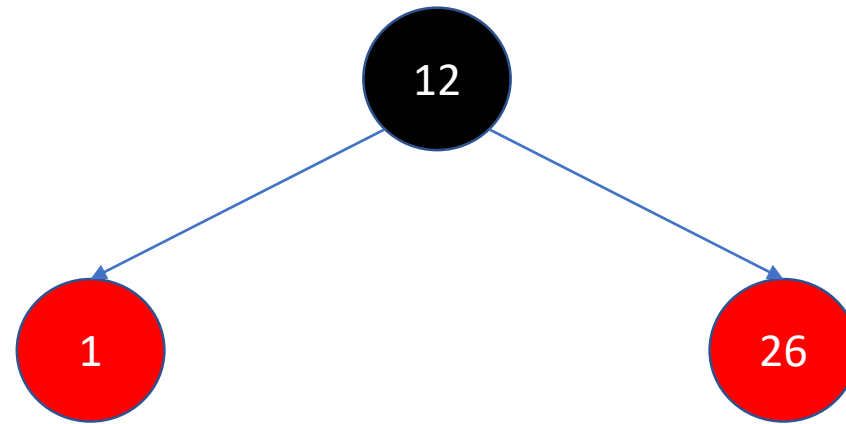
● Trocar cor

Valores: 26,12,1



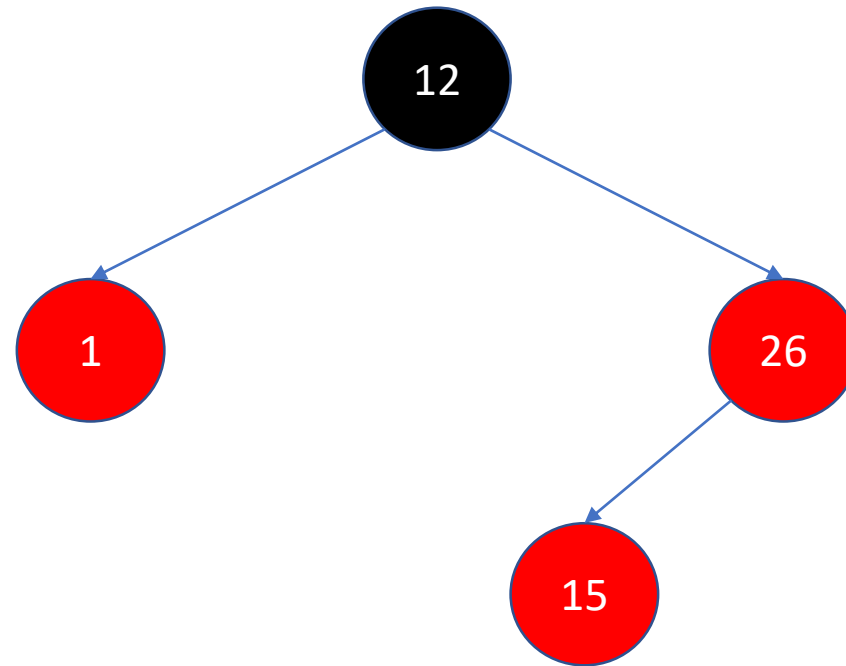
Inserção

Valores: 26,12,1



Inserção

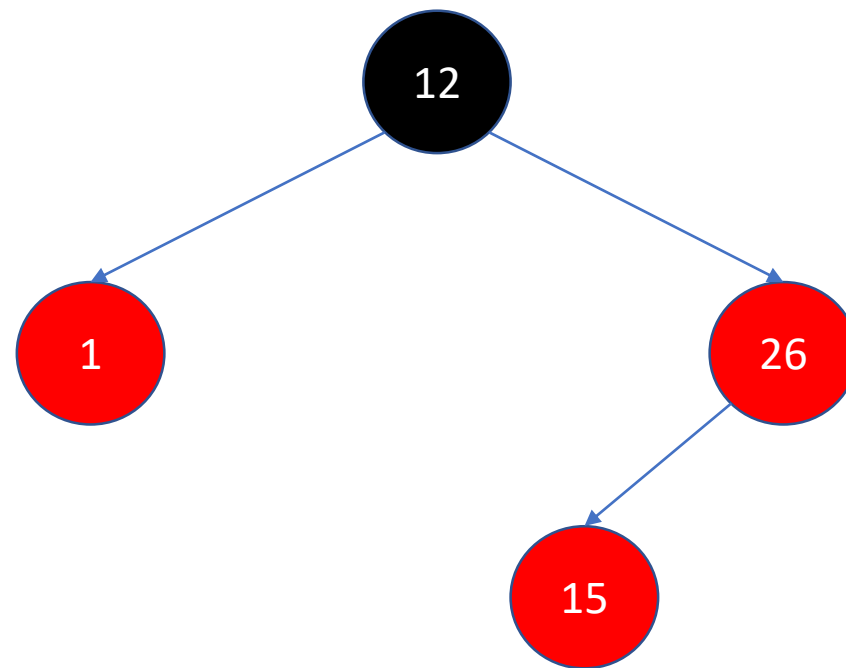
Valores: 26,12,1,15



Inserção

● Trocar cor

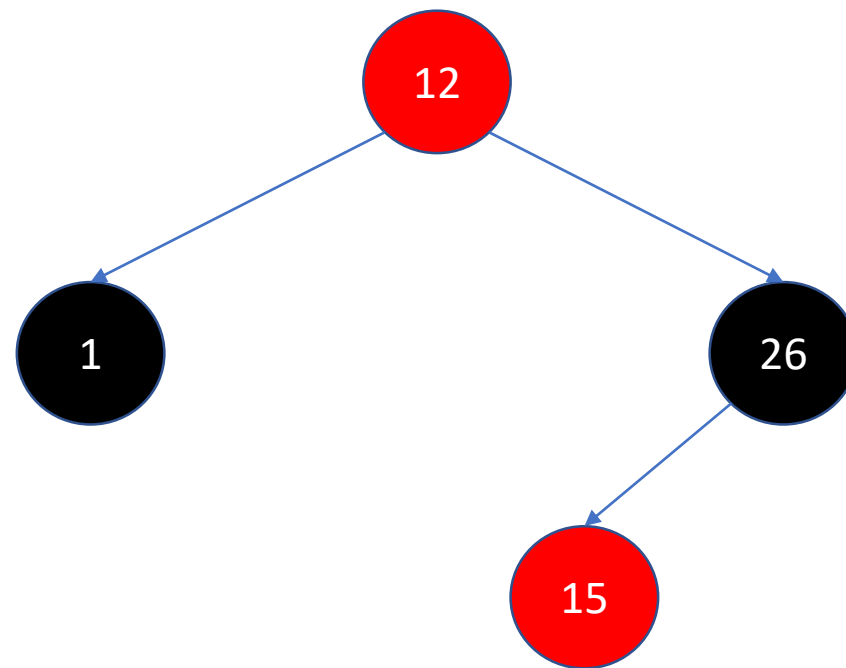
Valores: 26,12,1,15



Inserção

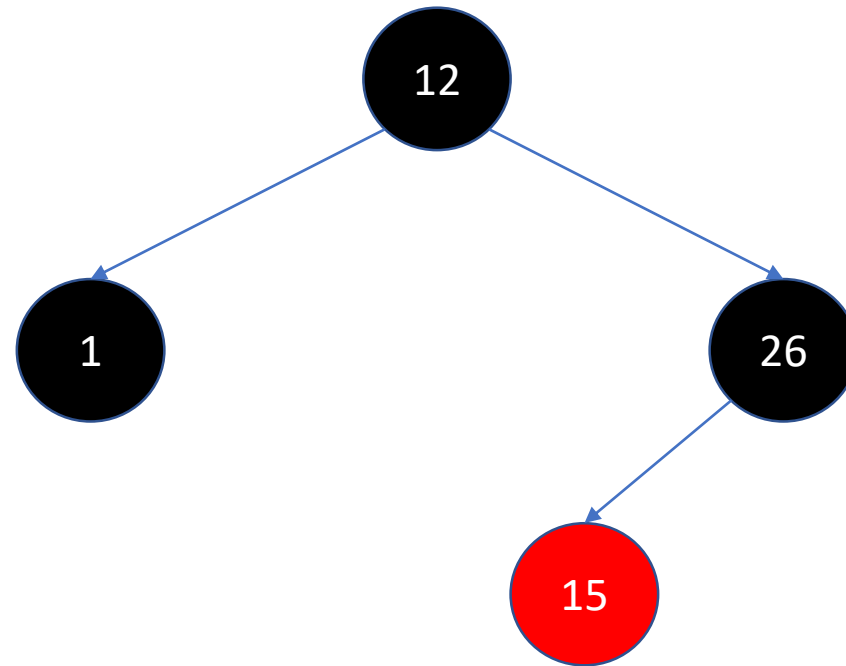
● Trocar cor

Valores: 26,12,1,15



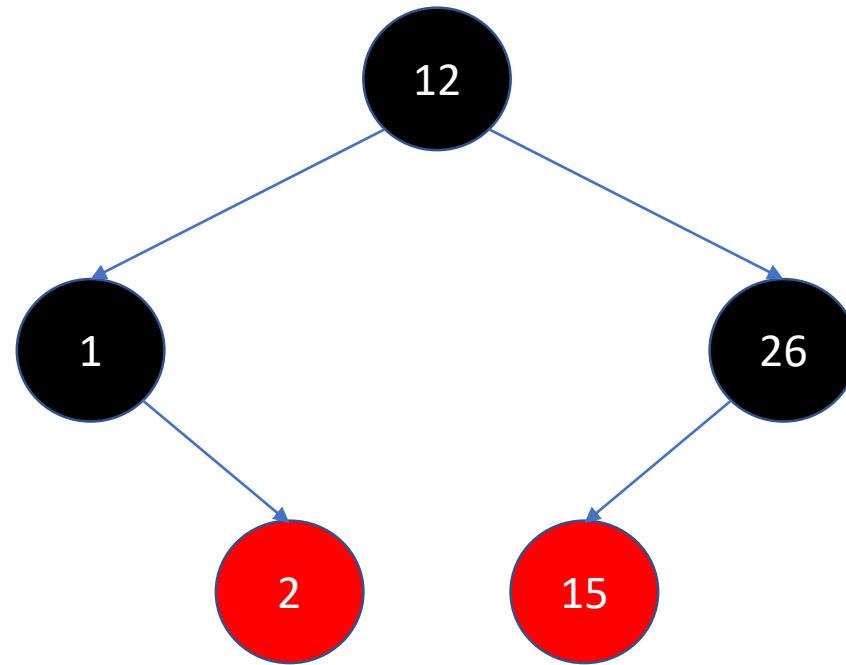
Inserção

Valores: 26,12,1,15



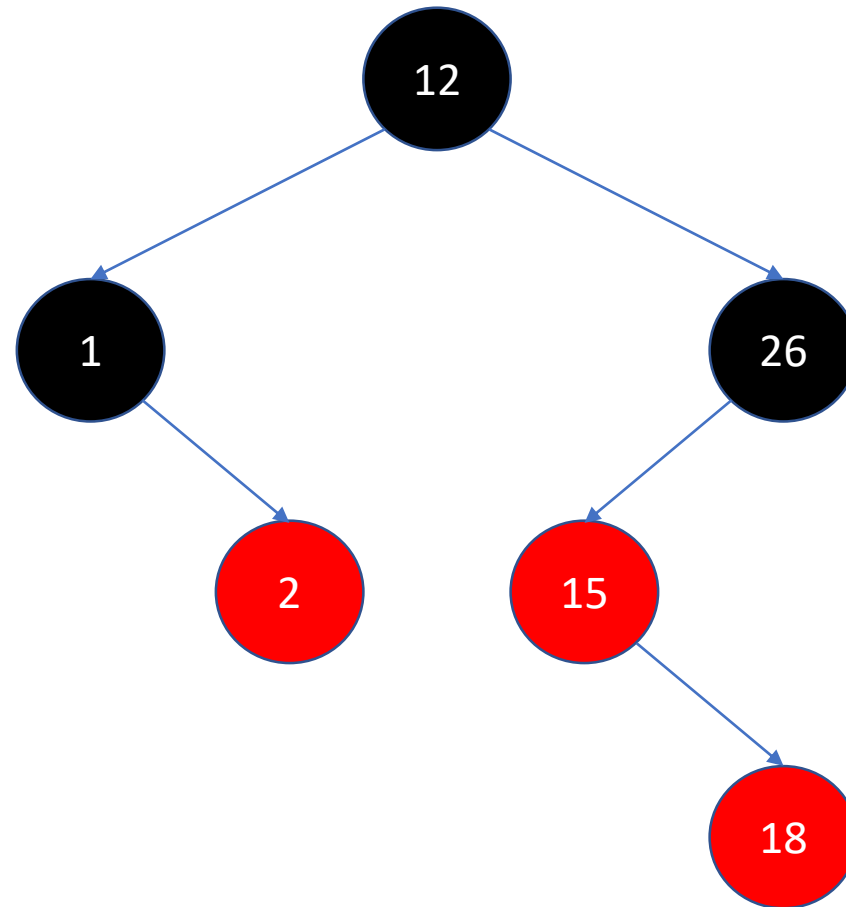
Inserção

Valores: 26,12,1,15,2



Inserção

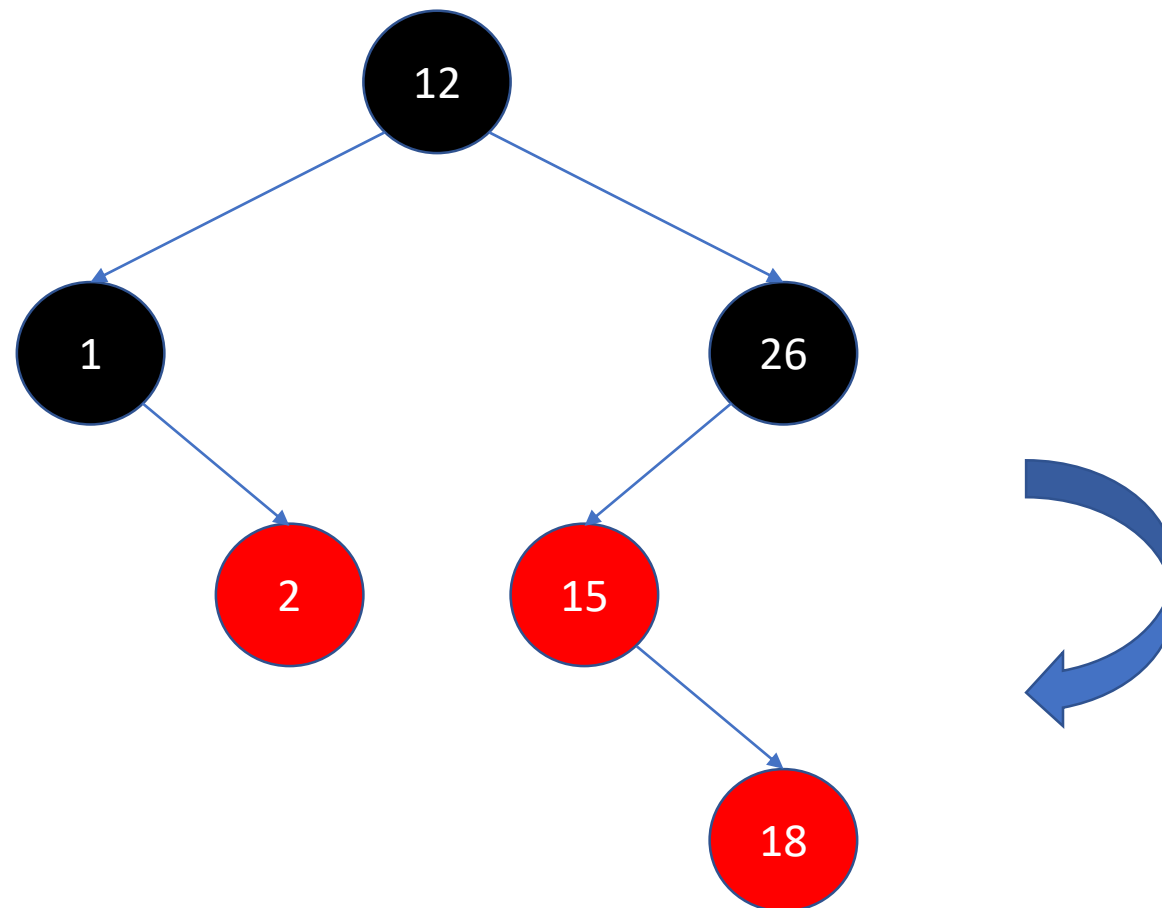
Valores: 26,12,1,15,2,18



Inserção

● Rotacionar

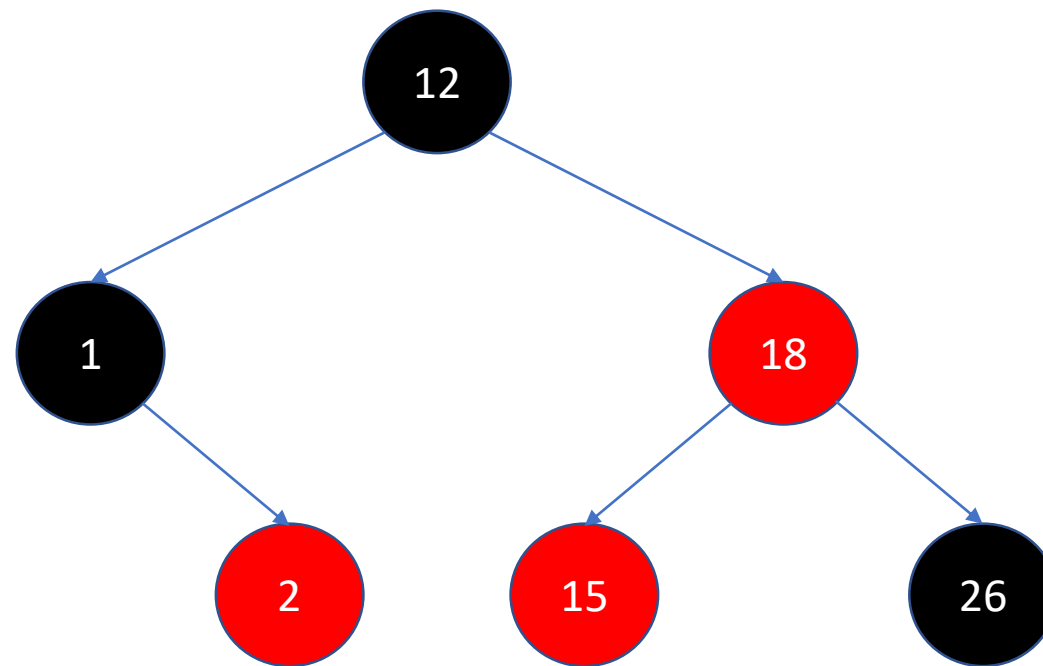
Valores: 26,12,1,15,2,18



Inserção

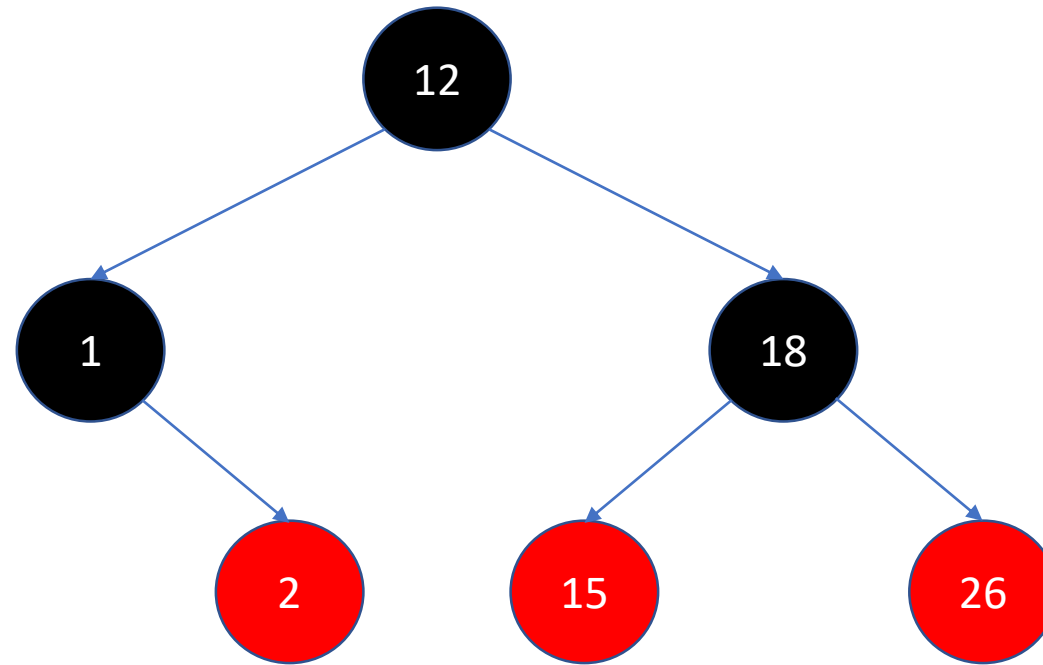
● Trocar cor

Valores: 26,12,1,15,2,18



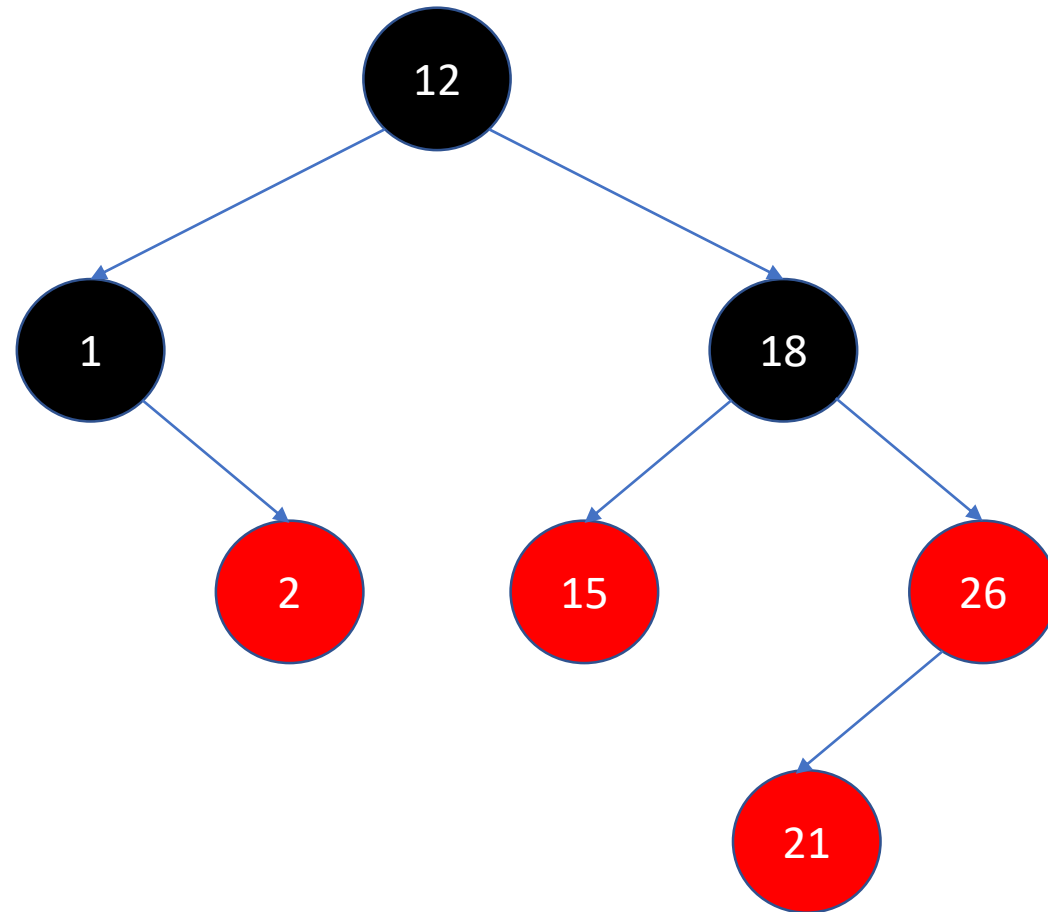
Inserção

Valores: 26,12,1,15,2,18



Inserção

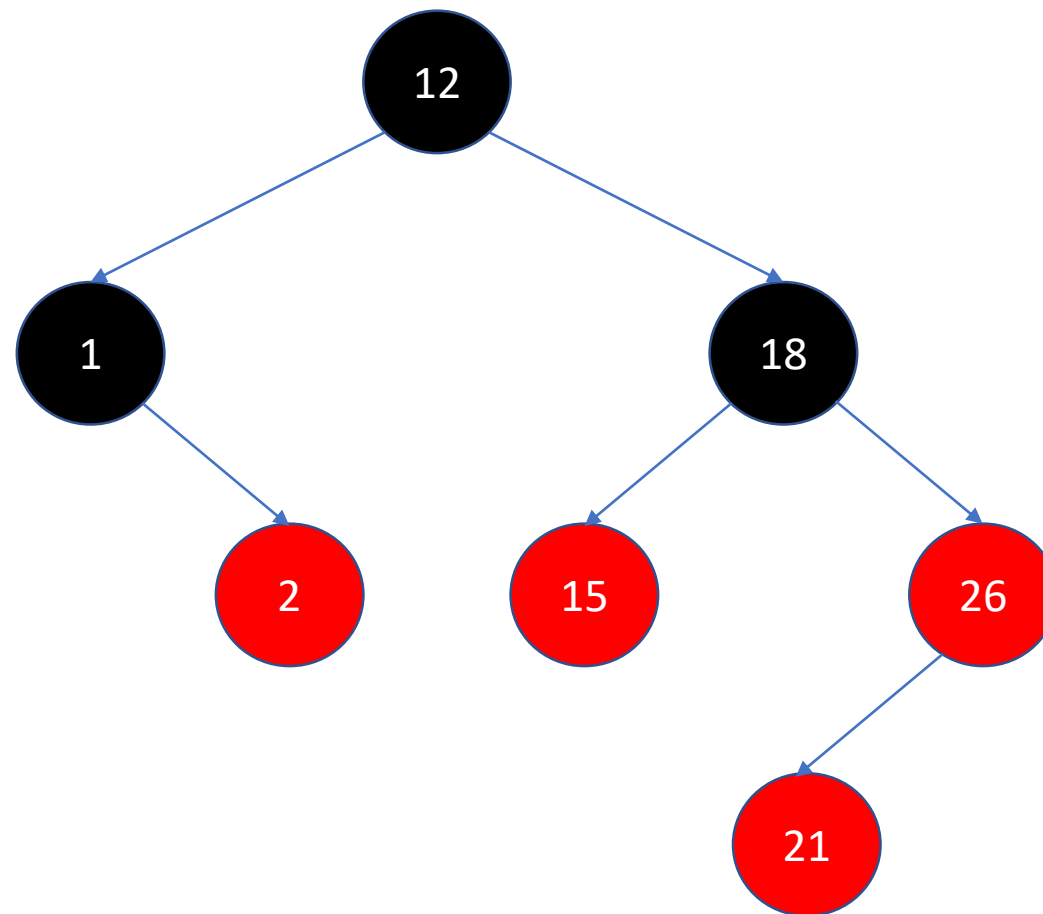
Valores: 26,12,1,15,2,18,21



Inserção

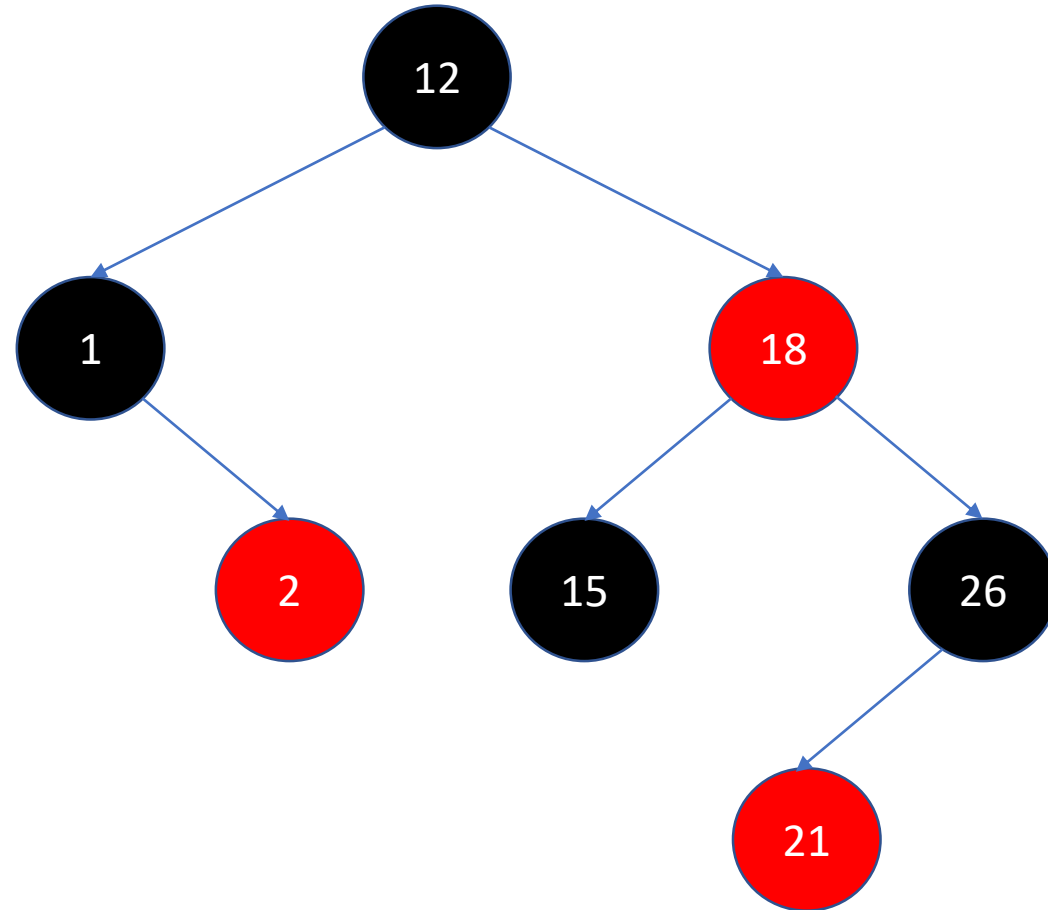
● Trocar cor

Valores: 26,12,1,15,2,18,21



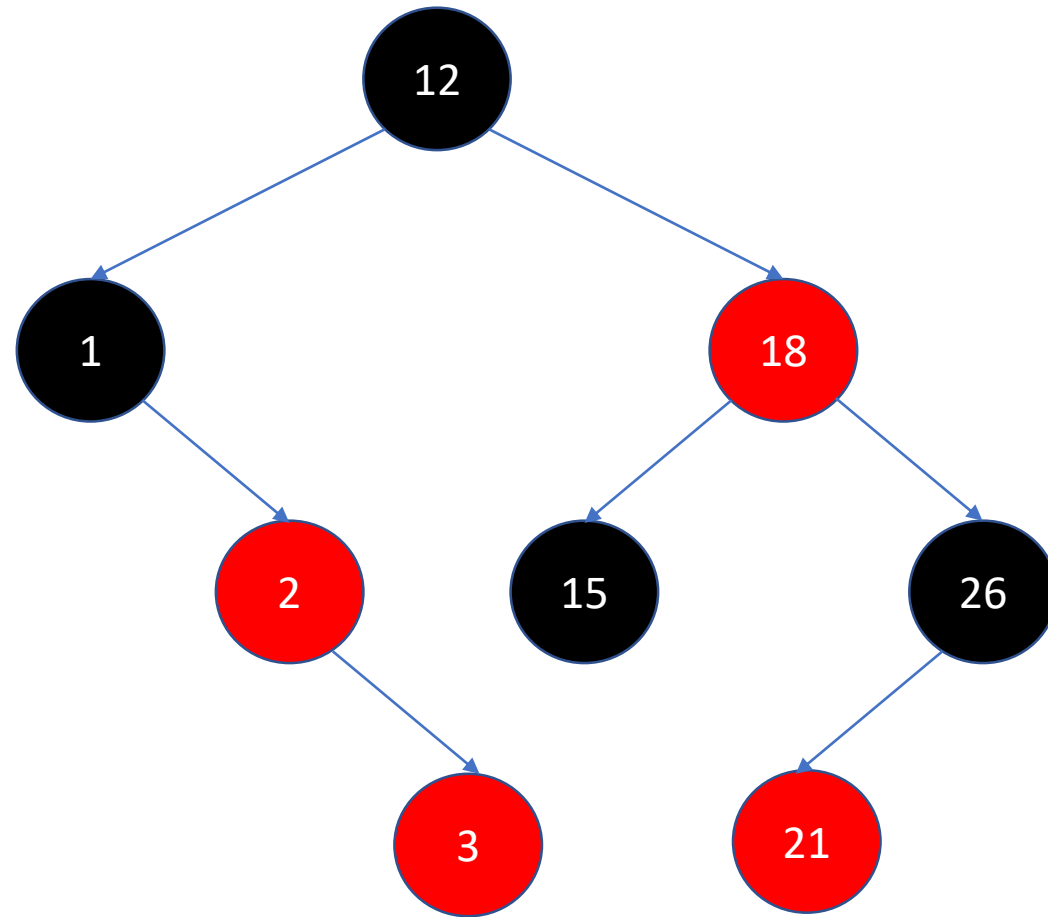
Inserção

Valores: 26,12,1,15,2,18,21



Inserção

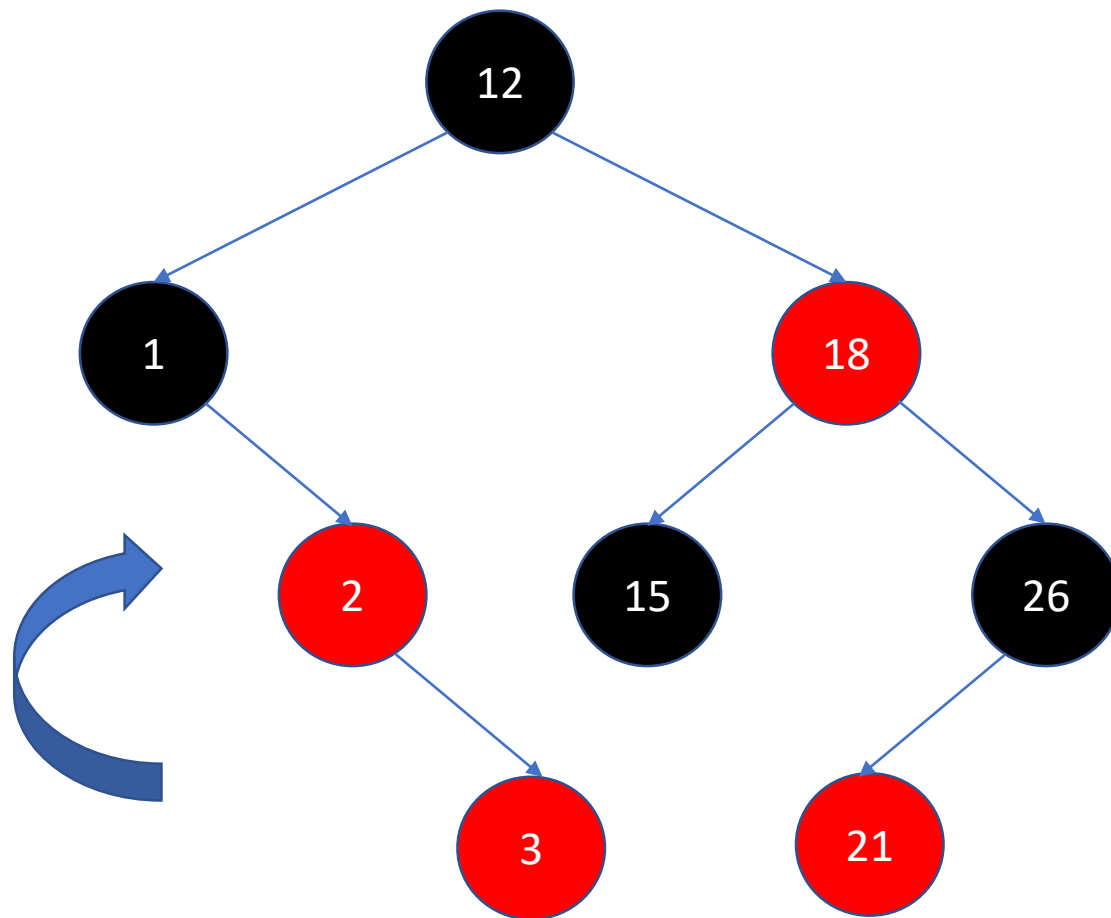
Valores: 26,12,1,15,2,18,21,3



Inserção

● Rotacionar

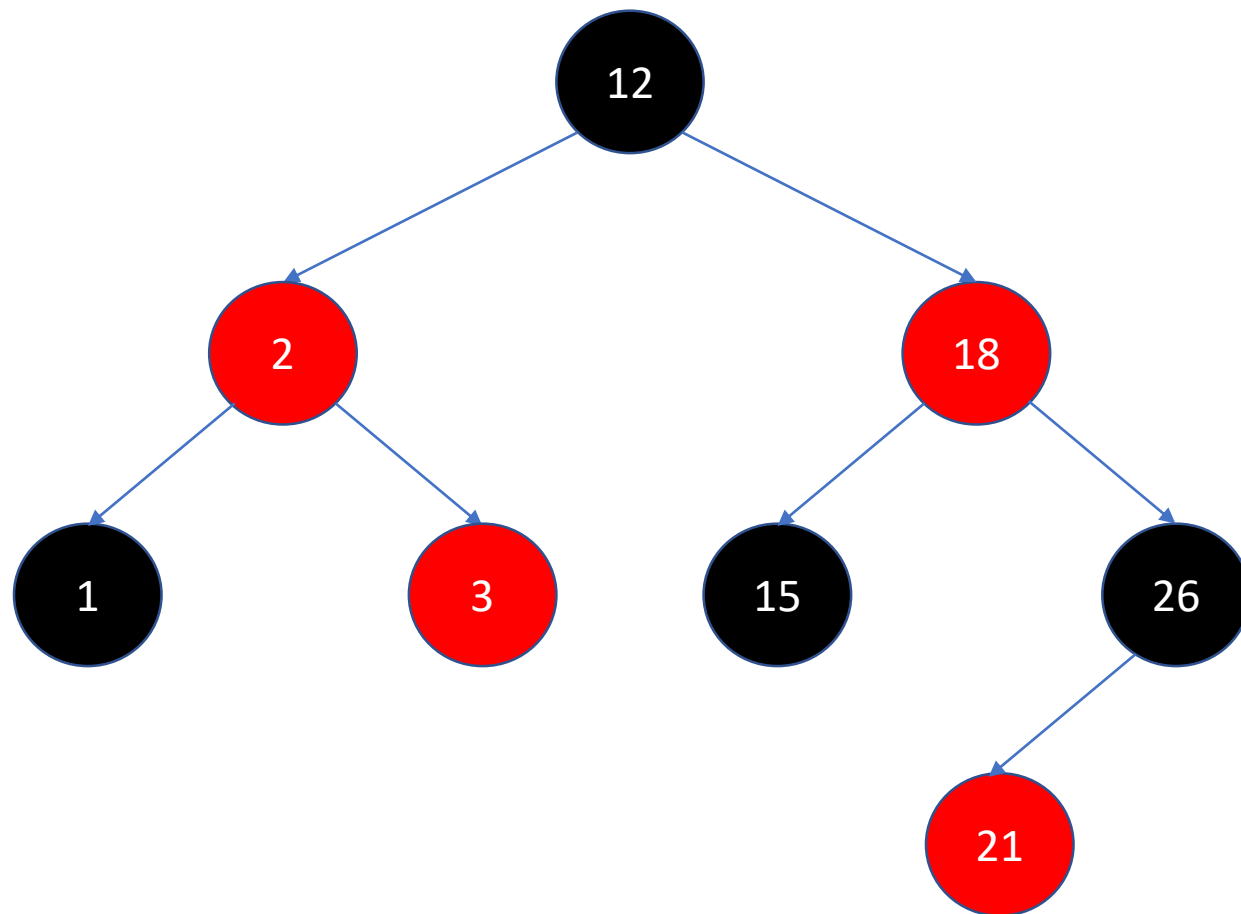
Valores: 26,12,1,15,2,18,21,3



Inserção

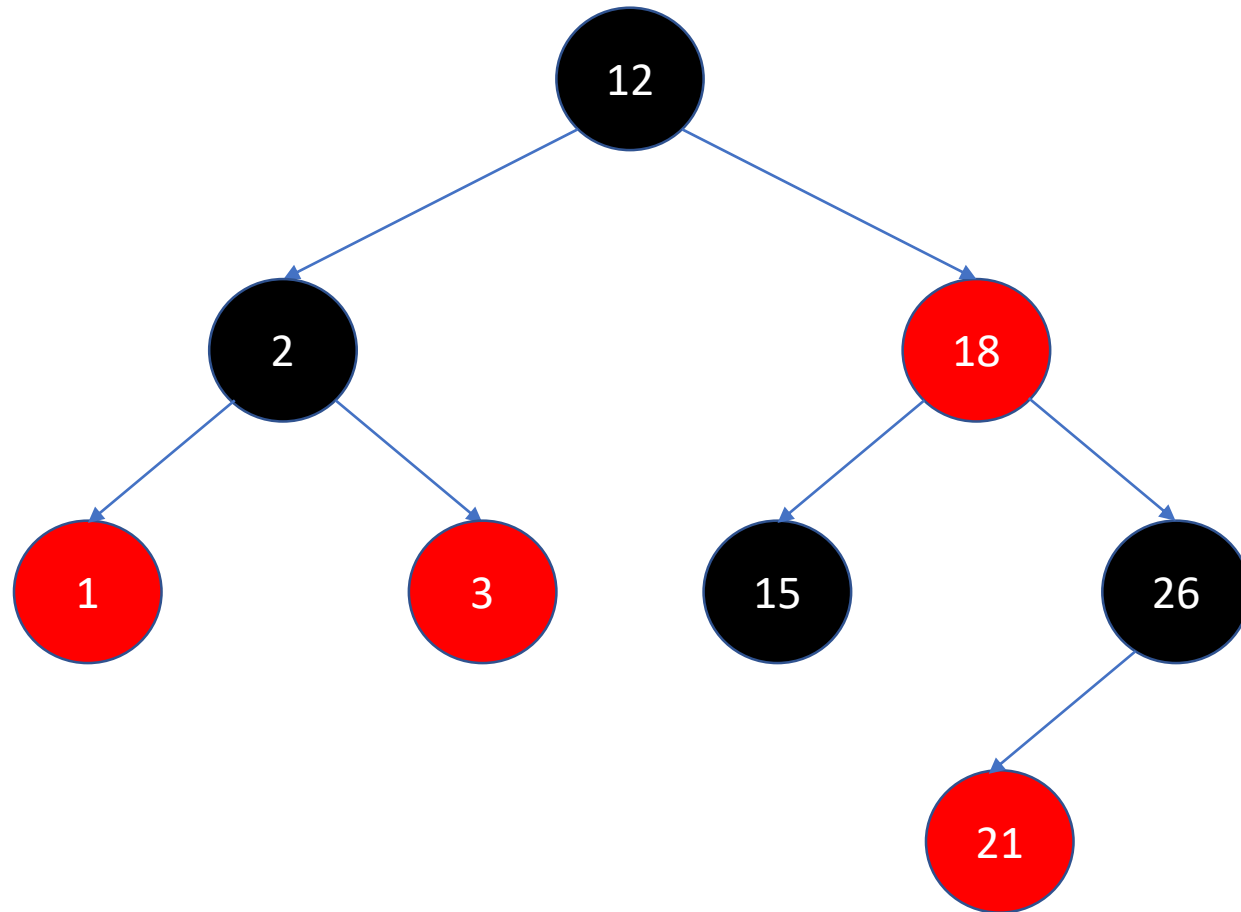
● Trocar cor

Valores: 26,12,1,15,2,18,21,3



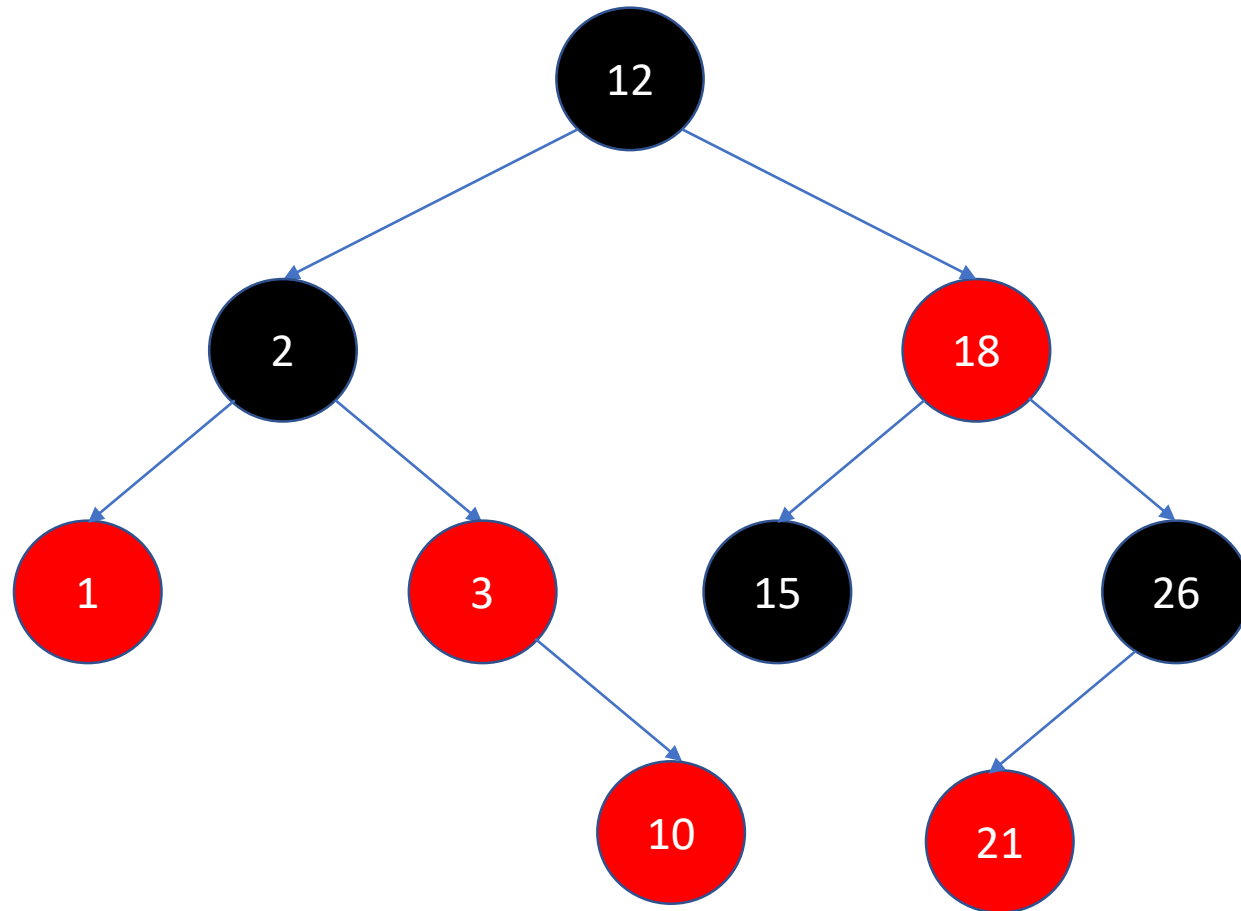
Inserção

Valores: 26,12,**1**,15,2,**18**,**21**,**3**



Inserção

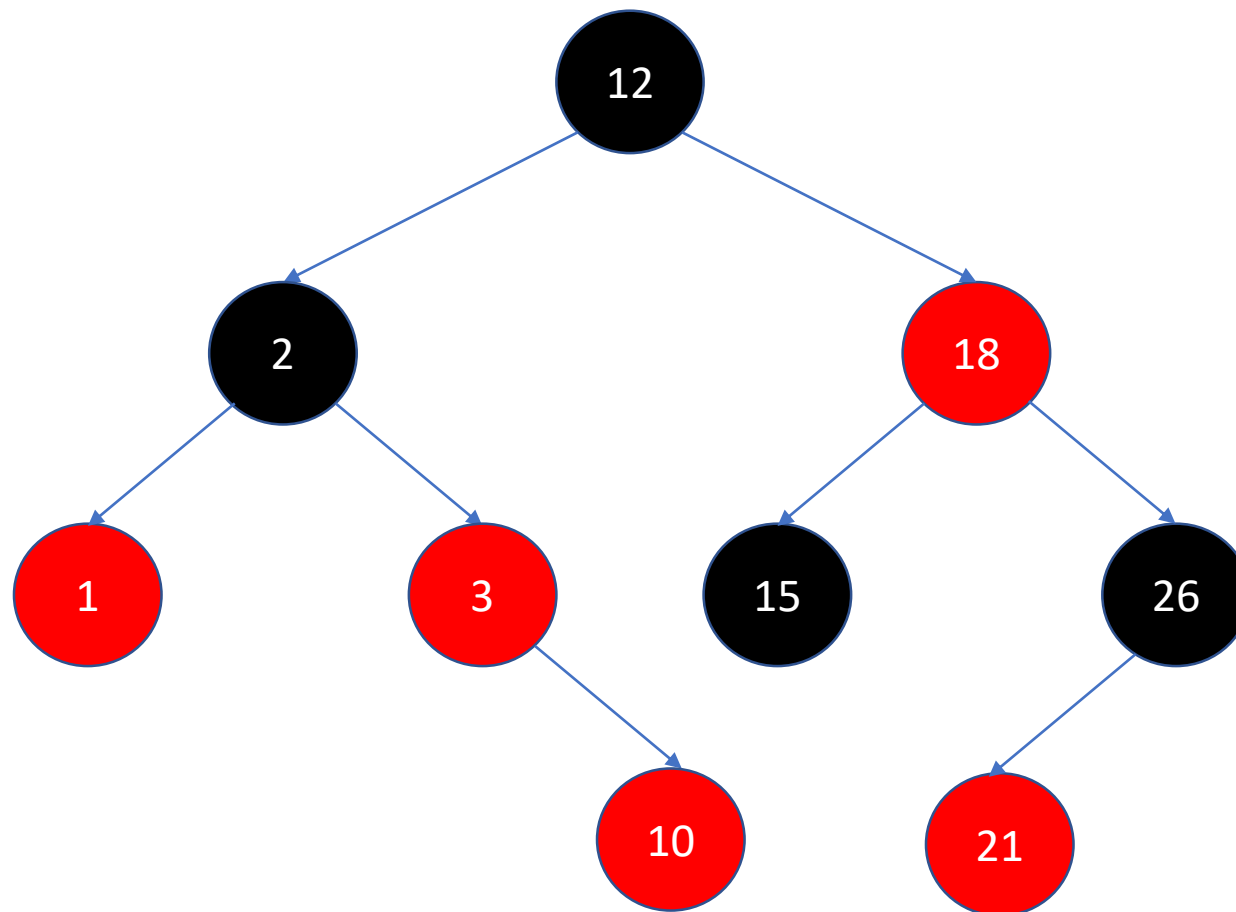
Valores: 26,12,**1**,15,2,**18**,**21**,**3**,**10**



Inserção

● Trocar cor

Valores: 26,12,1,15,2,18,21,3,10



Inserção

● Trocar cor

Valores: 26,12,1,15,2,18,21,3,10

