

```
Node* insert (node node, key) {
```

```
    if (node == NULL)
        return (newNode(key));
```

```
    if (key < node->key)
        node->left = insert (node->left, key);
```

```
    if check (key < node->key)
        node->right = insert (node->right, key);
    else
        return node;
```

```
    node->height h = max(height (node->left), node->right)
```

```
    node->h = 1 + max(h(node->l), h(node->r));
```

```
    int b = getBalance (node); // balance.
```

```
    if (b > 1 && key < node->l->key)
        return rightRotate (node);
```

```
    if (b < -1 && key > node->r->key)
        return leftRotate (node);
```

```
    if (b > 1 && key > node->l->key)
        node->l = leftRotate (node->l); return rightRotate (node);
```

```

if (b < -1 || key < node->r->key) {
    node->r = rightRotate(node->r);
    return leftRotate(node);
}

```

```

return node node;
}

```

```

del del(root, k) {

```

```

    if (root == NULL)
        return root;

```

```

    if (k < root->k)
        root->l = del(root->l, k);

```

```

    else if (k > root->k)
        root->r = del(root->r, k);

```

```

    else {

```

```

        if ((root->l == NULL) || (root->r == NULL)) {

```

```

            node *temp = root->l ? root->l : root->r; root->r = root->r;

```

```

            if (temp == NULL) {

```

```

                temp = root; root = NULL;

```

```

            } else

```

```

                *root = *temp;

```

```

                free(temp);

```

```

            }

```

else {

node \leftarrow temp = minValve Node (root \rightarrow r);

root \rightarrow k = temp \rightarrow k;

root \rightarrow r = del (root \rightarrow r, temp \rightarrow k);

}

if (root == NULL)

return root;

~~root \rightarrow h~~ root \rightarrow h = 1 + max (h (root \rightarrow l), h (root \rightarrow r));

~~int b = getBalance (root);~~ int b = get B (root);

if (b > 1 || get B : (root \rightarrow l) > 0)

return right rotate (root);

(3)

```

if (b > 1 && getB (root->l) < 0) {
    root->l = leftRotate (root->l);
    return rightRotate (root);
}

```

```

if (b < -1 && getB (root->r) <= 0) {
    return leftRotate

```

```

if (b < -1 && getB (root->r) > 0)
{
    root->r = rightRotate (root->r);
    return leftRotate (root);
}
return root;
}

```

```

node leftRotate (x) {

```

```

    y->left = x;    x->right = T2;

```

```

    return y;
}

```

```

node rightRotate (y) {

```

```

    x->right = y;    y->left = T2;
    return x;

```

```

}

```