**UML Diagram of an AVL tree visualization:**

**Classes and Relationships**

1. **Node**
   * **Attributes:**
     + value: int
     + left: Node | null
     + right: Node | null
     + height: int
   * **Relationships:**
     + Part of **AVLTree** (composition)
2. **AVLTree**
   * **Attributes:**
     + root: Node | null
   * **Methods:**
     + height(node: Node | null) -> int
     + getBalance(node: Node | null) -> int
     + rotateRight(y: Node) -> Node
     + rotateLeft(x: Node) -> Node
     + insert(node: Node | null, value: int) -> Node
     + delete(node: Node | null, value: int) -> Node
     + minValueNode(node: Node) -> Node
3. **Visualization (p5.js)**
   * **Methods:**
     + setup()
     + draw()
     + drawTree(node: Node, x: int, y: int, gap: int)
4. **User Interface (DOM Interaction)**
   * **Methods:**
     + insertNode()
     + deleteNode()
     + resetTree()

**Relationships**

* **AVLTree** contains multiple **Node** instances.
* **Visualization functions** interact with **AVLTree** for rendering.
* **User Interface functions** modify **AVLTree** through insertions and deletions.