1BM18C8068 Node * Frient (Node * node, int key) ? if (I node) return hen node (K); it (key < node > key) node sleft = insert (node -> left, key) "to (key > node -> key) node-> right = injet (node-> right, key) node -> height = 1+ man (node > lett -> height, node -> rigre -> neight) it (at balance (node) >1) (if (key c node > left > key) Fretung right notate (node). rebrotate (node->(ett) Ba else E return right rotate (node); Else if (get banne (node) 2-1) 1 if Ckey Spoole - right - skey, Freturn lestrotate (node); right Total (node > right) else return det rotati (node); neturn node;

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```
Node & delite (node x root, int key) 1
If (! root) return root;
it (key < root-skg)
  root -> left = delete (root -> left, key)
  elie it ( key > root - s key)
    root -> right = delete (root-> right, okey)
    else,
         it (! root -s left (!! root-sright) (
      Node * temp = root -> left) root + eft; root + right.
       if (!temp)
         detite (rout).
      elle ( return root; 1) avul
          + root = + temp;
          dettete temp;
       che s
          node + temp = inorder successor (root - right)
          root - key = temp -> key;
           root - right: delete (root => lett, temp-, men);
           in bt = get balance (roul);
               it (bf)1) {
              it (que balance (root> lett) >=0)
            return right - rotale (root);
           che left rotati (100t);
           lje
```

```
let trotate (root-sleft);
  return right votate (root)
  if (bf <-1) 1
     it (get Galance (root - right) 20)
         Left rotate (root)
 else < right rotate (root - right).
            Let rotat (root)
    rotur root;
                        1, 4-11) 71
                 - Jan by - tony 1
                    range of of or
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