

CS 302 – AVL Tree Insertion

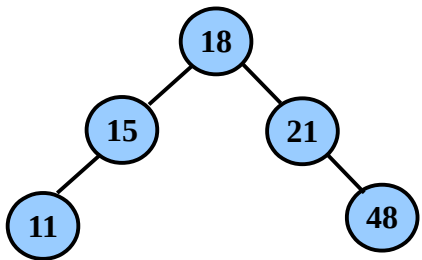
Case 1: if (balance factor > 1 AND key < left node value) → right rotate

Case 2: if (balance factor < -1 AND key > right node value) → left rotate

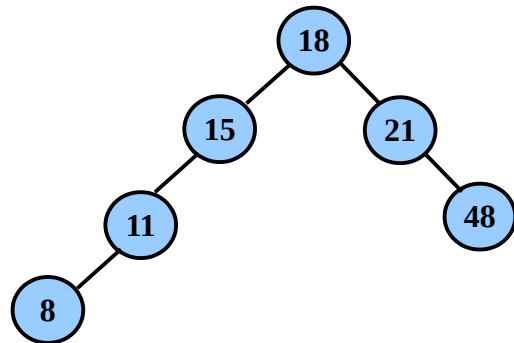
Case 3: if (balance factor > 1 AND key > left node value) → left node left rotate, right rotate

Case 4: if (balance factor < -1 AND key < right node value) → right node right rotate, left rotate

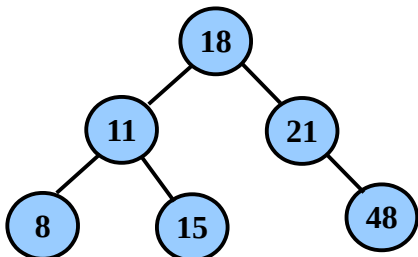
Insert: 18, 21, 15, 11, 48 (balanced)



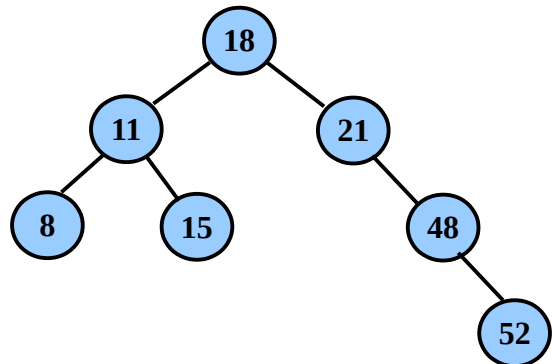
Insert: 8 (step 1, unbalanced, case 1)



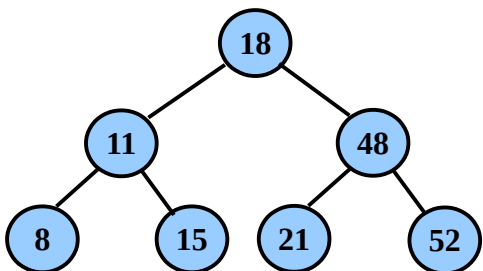
Insert: 8 (step 2, right rotate, balanced)



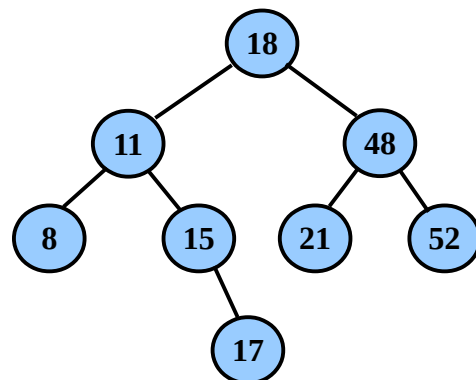
Insert: 52 (step 1, unbalanced, case 2)



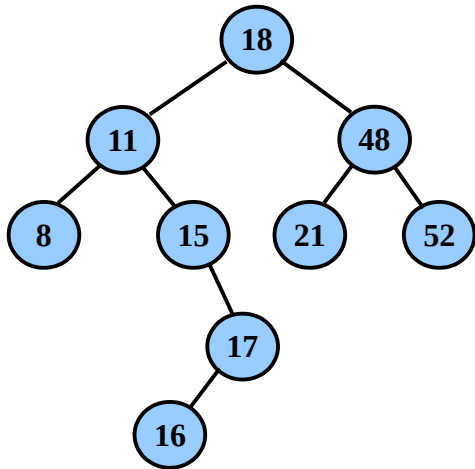
Insert: 52 (step 2, left rotate, balanced)



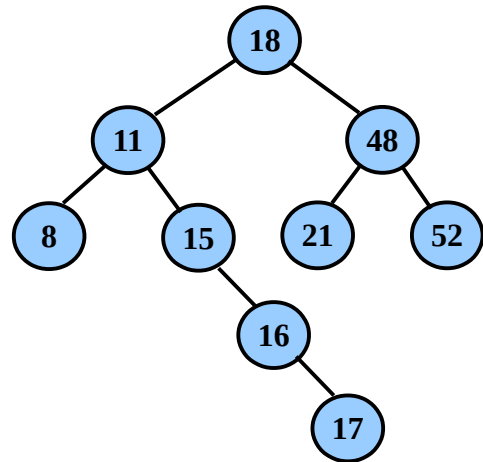
Insert: 17 (balanced)



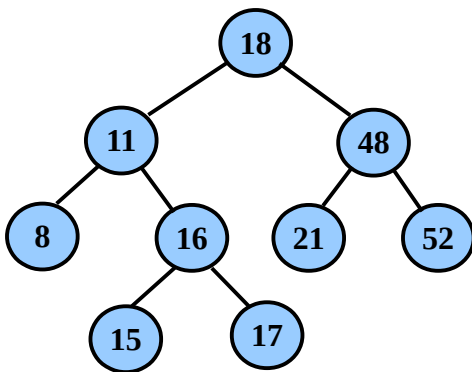
Insert: 16 (step 1, unbalanced, case 4)



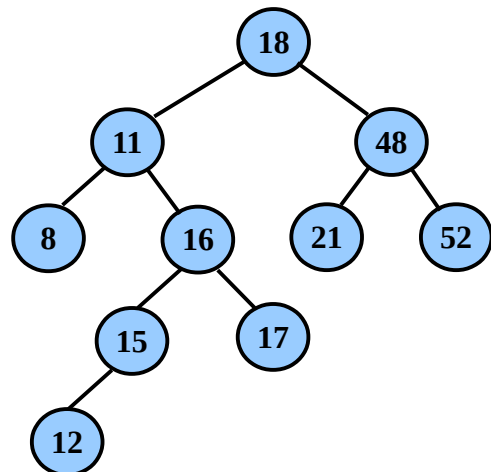
Insert: 16 (step 2, right node right rotate)



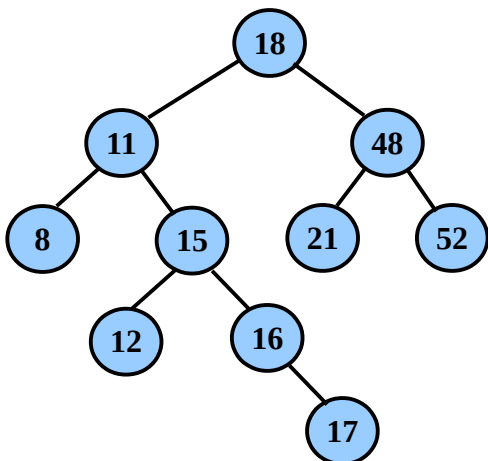
Insert: 16 (step 3, left rotate)



Insert: 12 (step 1, unbalanced, case 4)



Insert: 12 (step 2, right node right rotate)



Insert: 12 (step 3, left rotate)

