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pseudocode

void insertFix(Node *K) {

Node U;

while R → parent → color == 1

if R → parent == K → parent → parent → right

U = K → parent → parent → ~~parent~~ left;

if U → color == 1

U → color = 0;

K → parent → color = 0;

K → parent → parent → color = 1

K = K → parent → parent

else

if K == K → parent → left

K = K → parent

rightRotate(h);

K → parent → parent → color = 1

leftRotate(K → parent → parent)

else

U = K → parent → parent → right

if U → color == 1

K → parent → color = 0

K → parent → parent → color = 1

K = K → parent → parent

else

if K = K → parent → right

K = K → parent

leftRotate(K)

S.R.Puneeth.


```

K → parent → color = 0
K → parent → parent → color = 1
rightRotate(K → parent → parent)
if K == root
    break;
root → color = 0;

```

```

void insert(int key)
Node node = new Node;
Node → parent = null;
Node → data = key;
node → left = TNULL
node → right = TNULL
node → color = 1

```

```

Node y = null;
Node x = this → root
while (x != TNULL)

```

```

    y = x

```

```

    if node → data < x → data

```

```

        x = x → left

```

```

    else

```

```

        x = x → right

```

```

        node → parent = y

```

```

        if y == null

```

```

            root = node;

```

```

        else if node → data < y → data

```

```

            y → left = node else y → right = node

```

```

        if node → parent == null

```

```

            node → color = 0 return;

```

```

        if node → parent → parent == null

```

```

            return;

```

```

        insertFix(node)

```