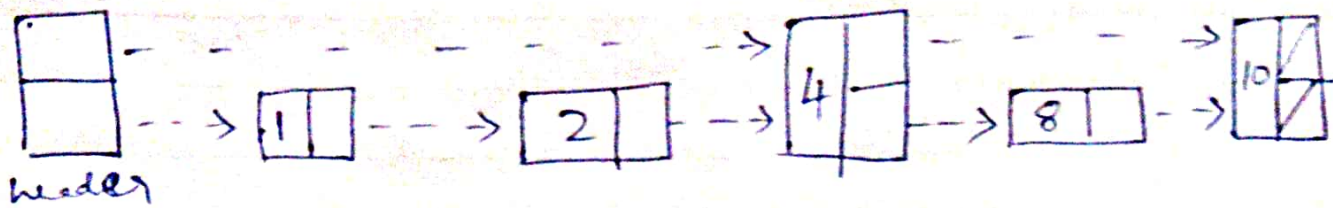
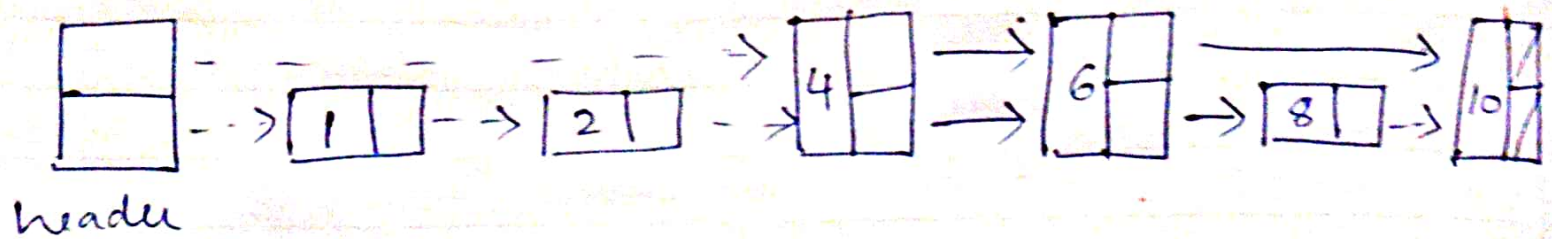


Original skip list

level = 2



Insert (6) :- randomLevel = 2



Delete (4) :-

