```
Tree-Insert(T, z)
1 x = T.root
                       // node being compared with z
v = NIL
                       // v will be parent of z.
3 while x \neq NIL
                     // descend until reaching a leaf
      v = x
5 if z. kev < x. kev
6 	 x = x.left
       else x = x.right
8
                       // found the location—insert z with parent y
  z..p = v
9 if y == NIL
       T.root = z // tree T was empty
10
11
  elseif z. key < y. key
v.left = z
13 else y.right = z
```