```
1 y = x.right
2 x.right = y.left
                          # turn y's left subtree into x's right subtree
3 if y.left \neq T.nil
                          /\!\!/ if y's left subtree is not empty ...
  v.left.p = x
                          // ... then x becomes the parent of the subtree's root
                          // x's parent becomes y's parent
5 y.p = x.p
6 if x.p == T.nil
                          /\!\!/ if x was the root ...
        T.root = v
                          // ... then y becomes the root
8 elseif x == x.p.left
                          // otherwise, if x was a left child ...
        x.p.left = y
                          // ... then y becomes a left child
   else x.p.right = y
                          // otherwise, x was a right child, and now y is
                          // make x become y's left child
  y.left = x
```

LEFT-ROTATE(T, x)

 $12 \quad x.p = y$