RB-DELETE(T, z)

```
 1  y = z
 2  y-original-color = y.color
 3  if z.left == T.nil
 4      x = z.right
 5      RB-TRANSPLANT(T, z, z.right)          // replace z by its right child
 6  elseif z.right == T.nil
 7      x = z.left
 8      RB-TRANSPLANT(T, z, z.left)           // replace z by its left child
 9  else y = TREE-MINIMUM(z.right)            // y is z's successor
10      y-original-color = y.color
11      x = y.right
12      if y ≠ z.right                        // is y farther down the tree?
13          RB-TRANSPLANT(T, y, y.right)      // replace y by its right child
14          y.right = z.right                 // z's right child becomes
15          y.right.p = y                     //     y's right child
16      else x.p = y                          // in case x is T.nil
17      RB-TRANSPLANT(T, z, y)                // replace z by its successor y
18      y.left = z.left                       // and give z's left child to y,
19      y.left.p = y                          //     which had no left child
20      y.color = z.color
21  if y-original-color == BLACK              // if any red-black violations occurred,
22      RB-DELETE-FIXUP(T, x)                 //     correct them
```