In this program, an **AVL Tree** (a self-balancing Binary Search Tree) is implemented using a node structure that stores the key, height, and left/right child pointers. The insertAVL function inserts nodes while automatically balancing the tree using rotations (left, right, left-right, or right-left) based on the balance factor. The inorder function is used to traverse and display the elements in sorted order. The main function shows how nodes are inserted and balanced in the AVL tree.

