balance factor $height_{left} - h_{right}$

if BF (node) > 0 { # left heavy

        if BF (node. left) < 0 { # right heavy

      Clockwise   left. rotate (node. left)

        left. rotate (node)

}

if BF (node) < 0 { # right heavy

        if BF (node. right) > 0 { # left heavy

      Counter-clockwise   right. rotate (node. right)

        right. rotate (node)

}