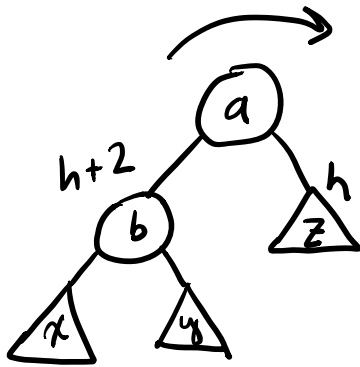
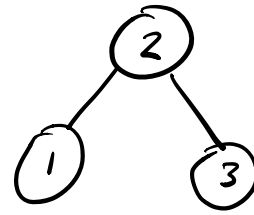
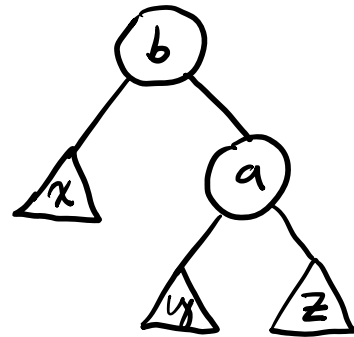


Rotate Right →



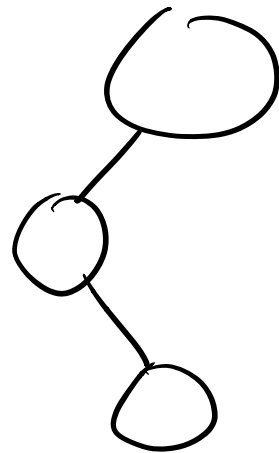
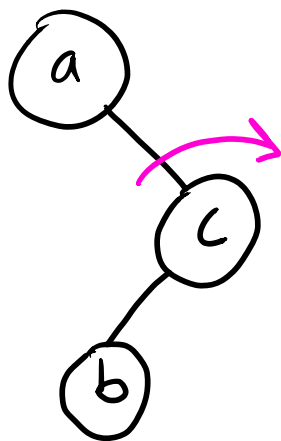
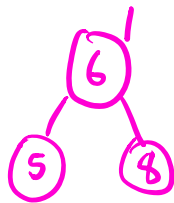
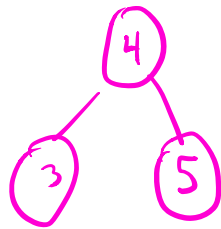
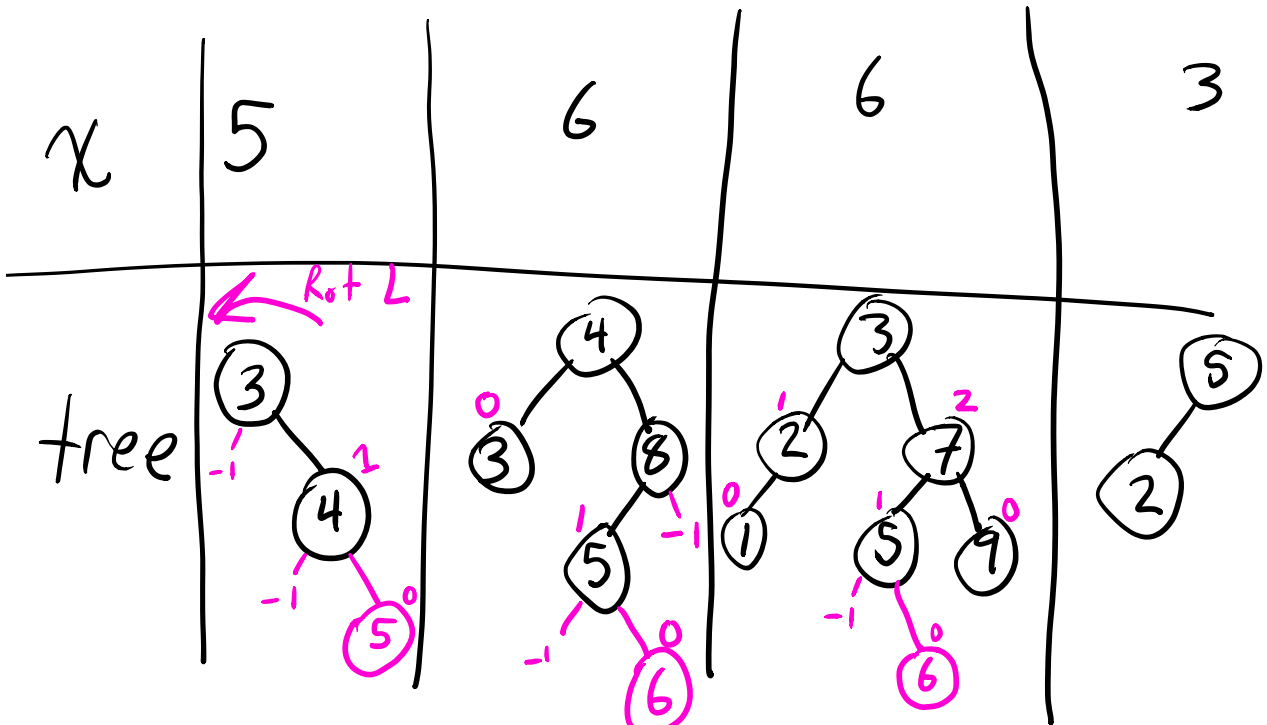
Rotate Right →

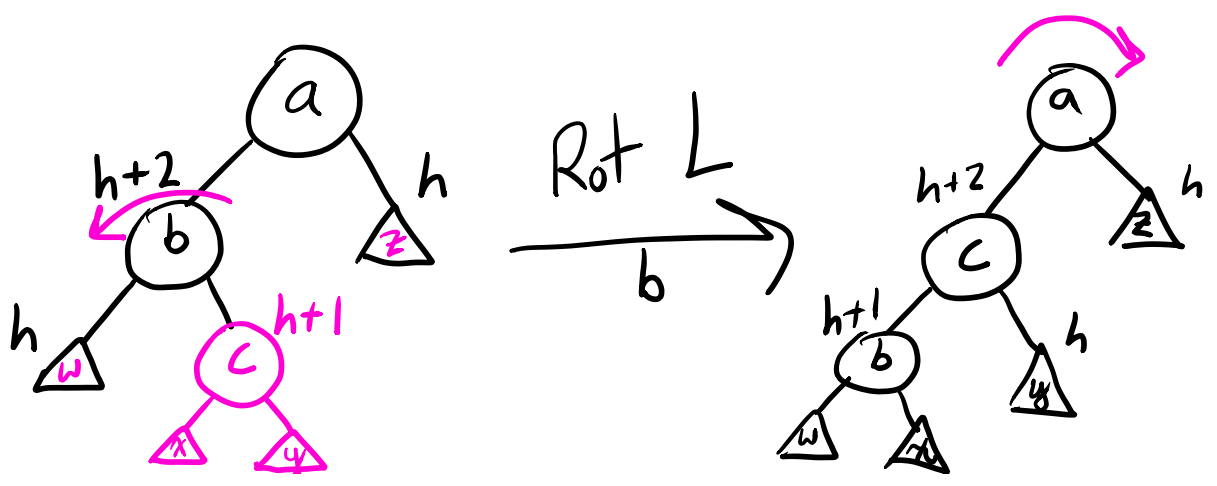
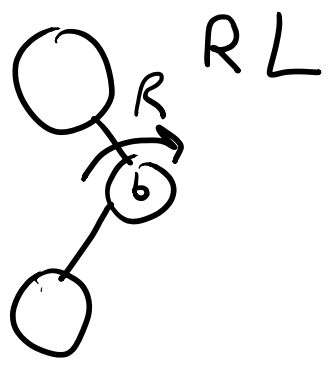
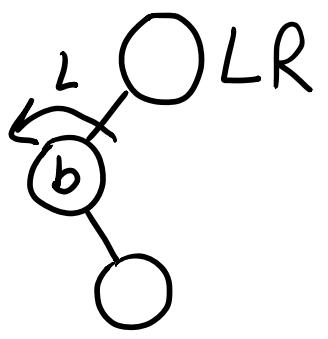
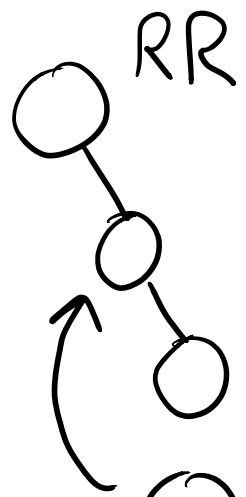
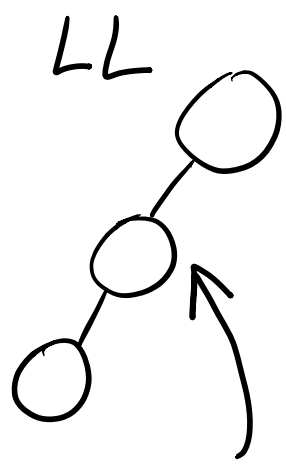
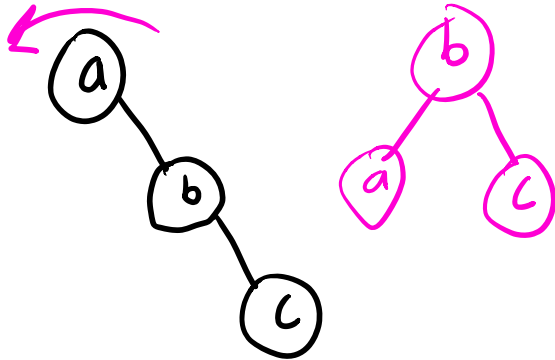


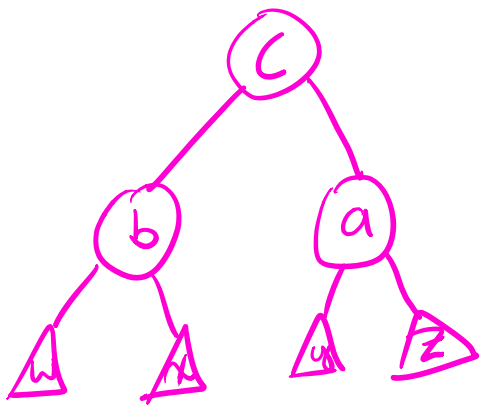
BST Node

key	<input type="checkbox"/>
value	<input type="checkbox"/>
left	<input type="checkbox"/>
right	<input type="checkbox"/>
height	<input type="checkbox"/>

insert  $x$  into tree + rebalance







Rot R / a  
↙