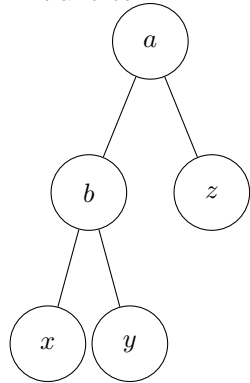
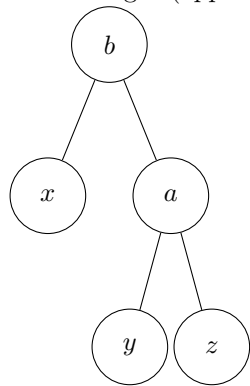


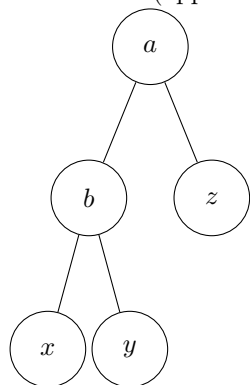
Initial tree



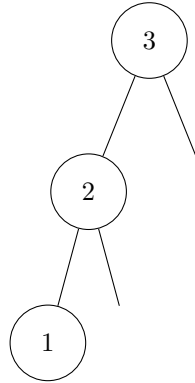
Rotate Right (applied to *a*)



Rotate Left (applied to *b*) takes us back to the original tree:



In general Rotate Right helps fix unbalanced trees like this:



And Rotate Left helps fix unbalanced trees like this:

