

```

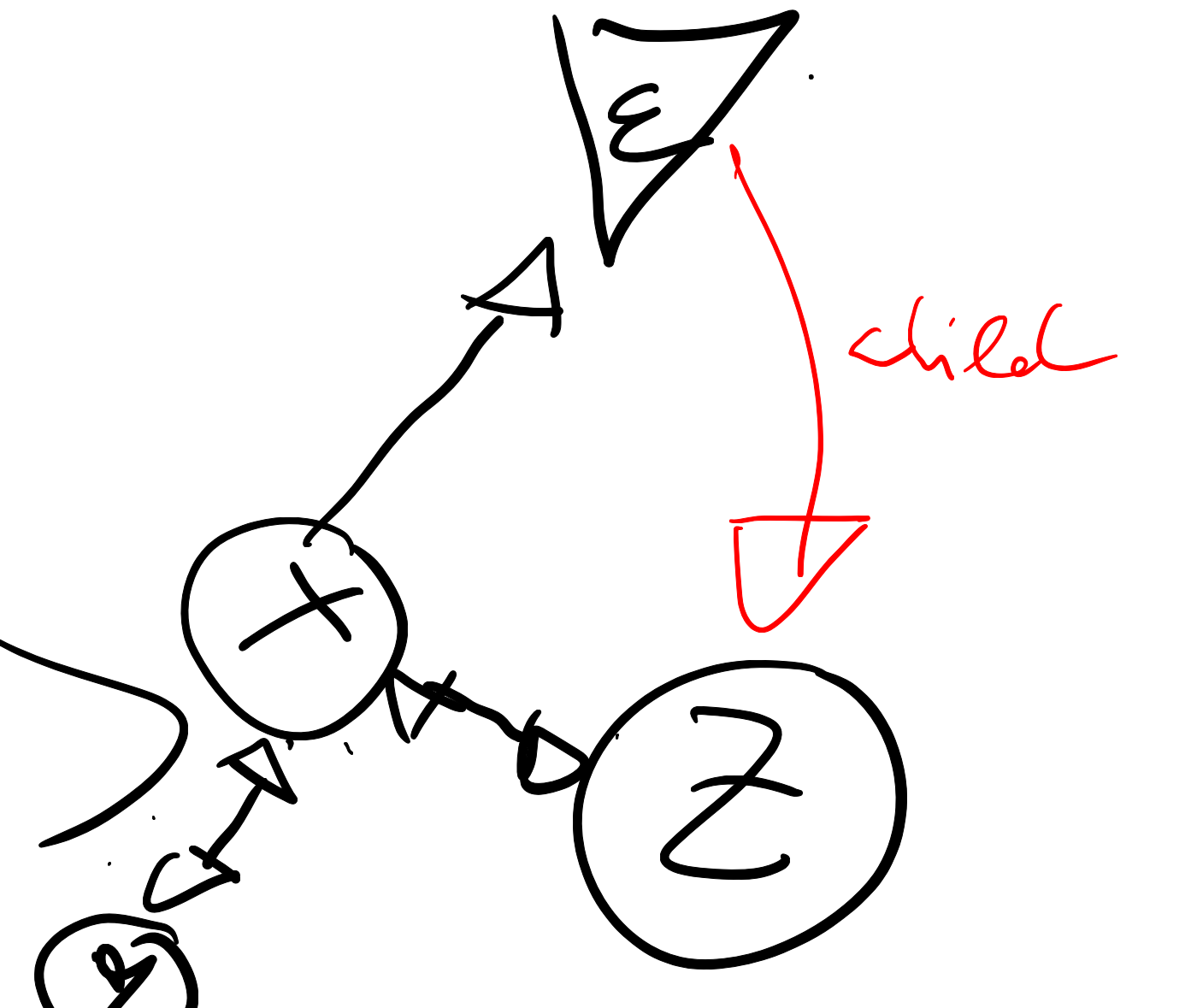
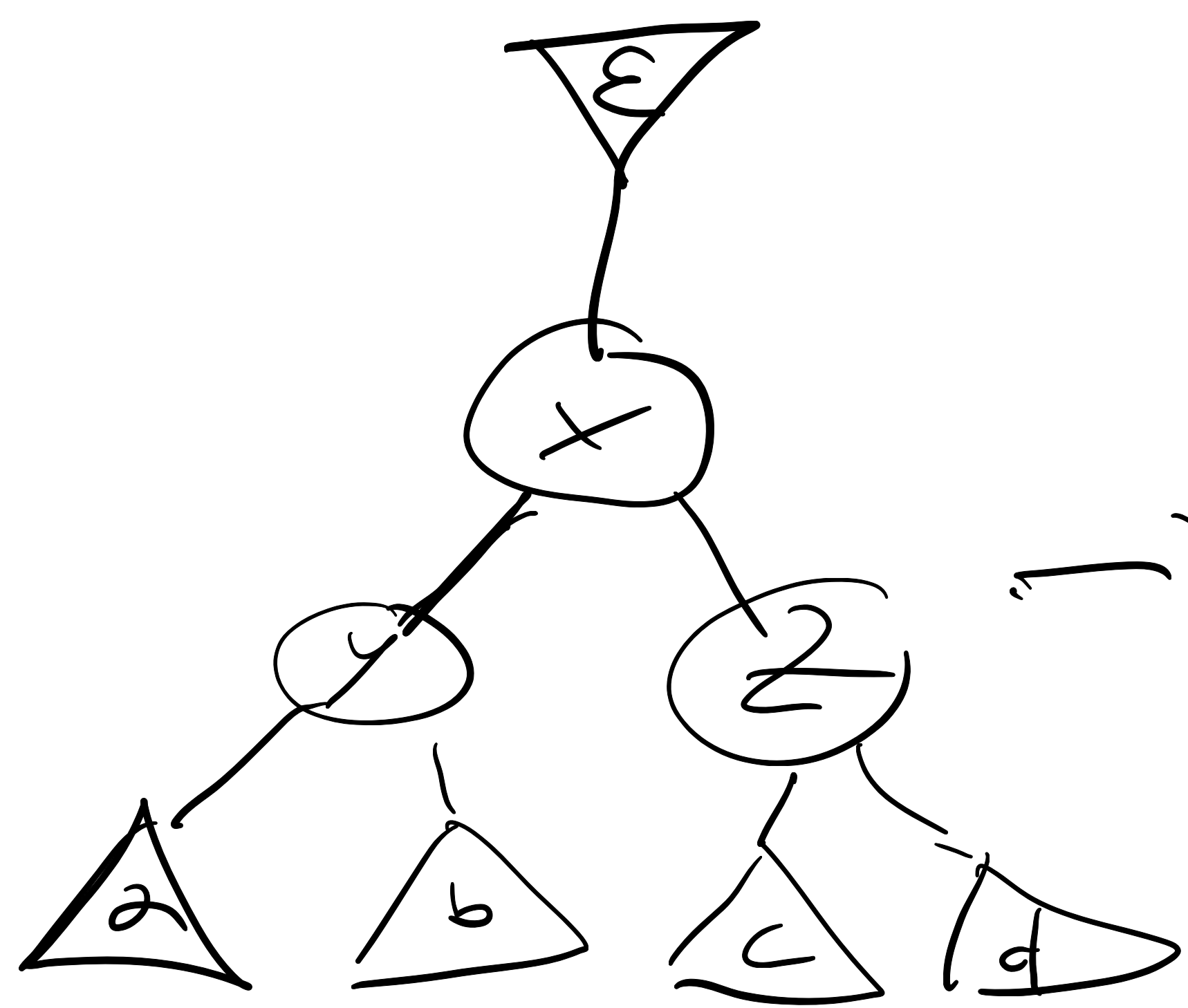
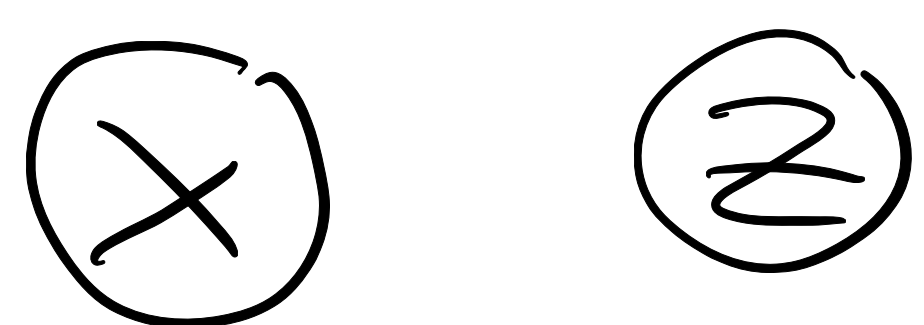
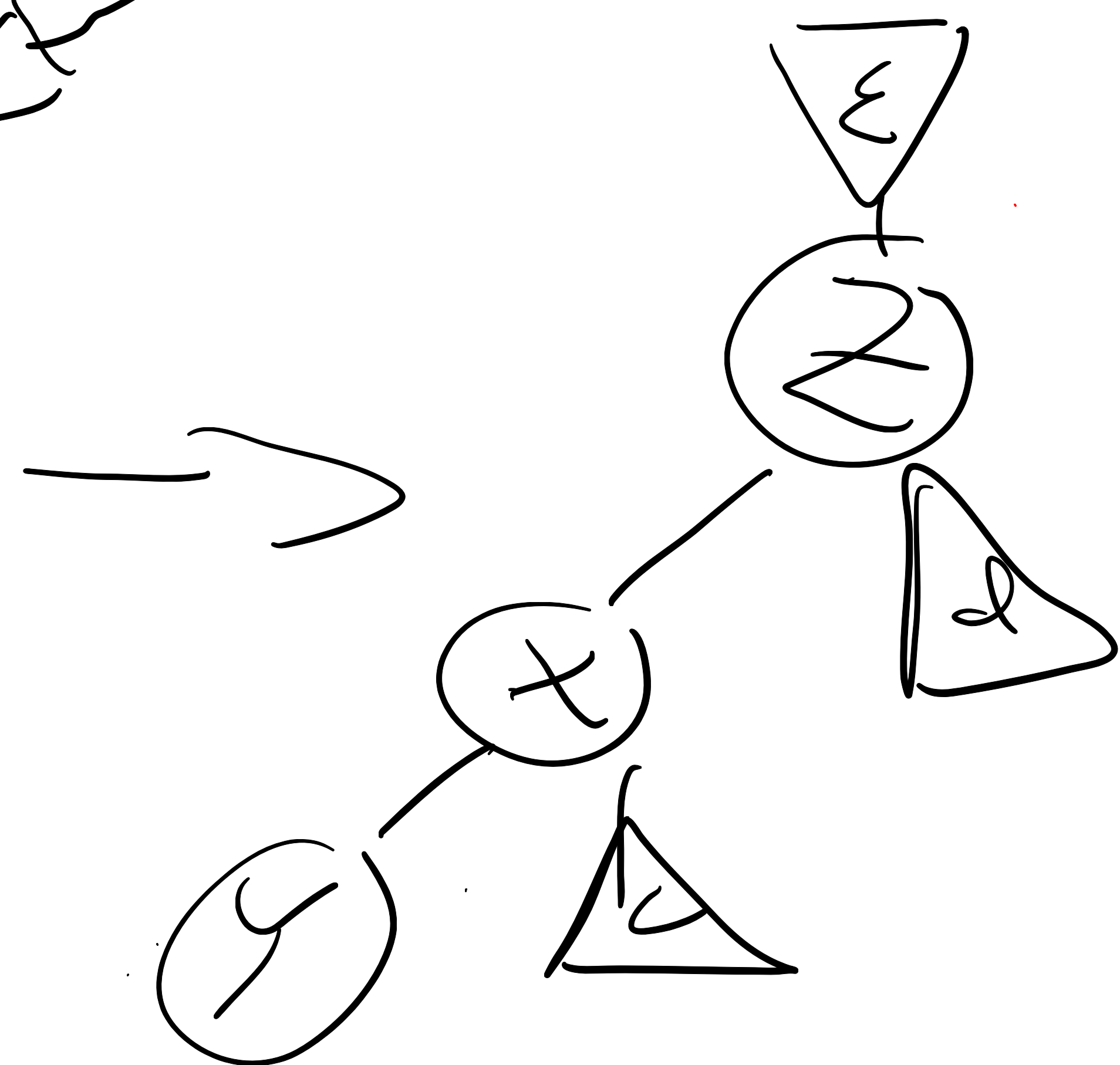
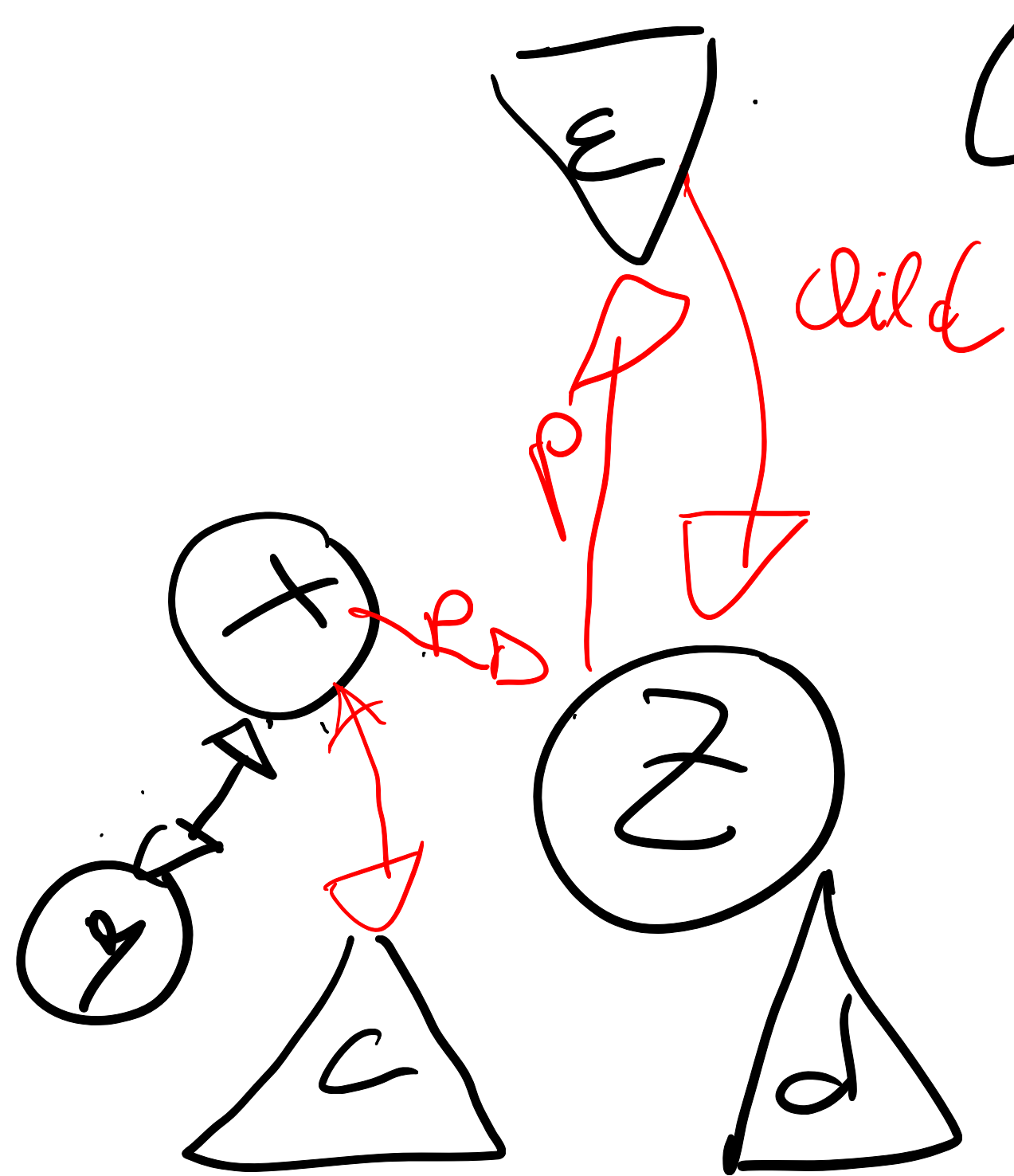
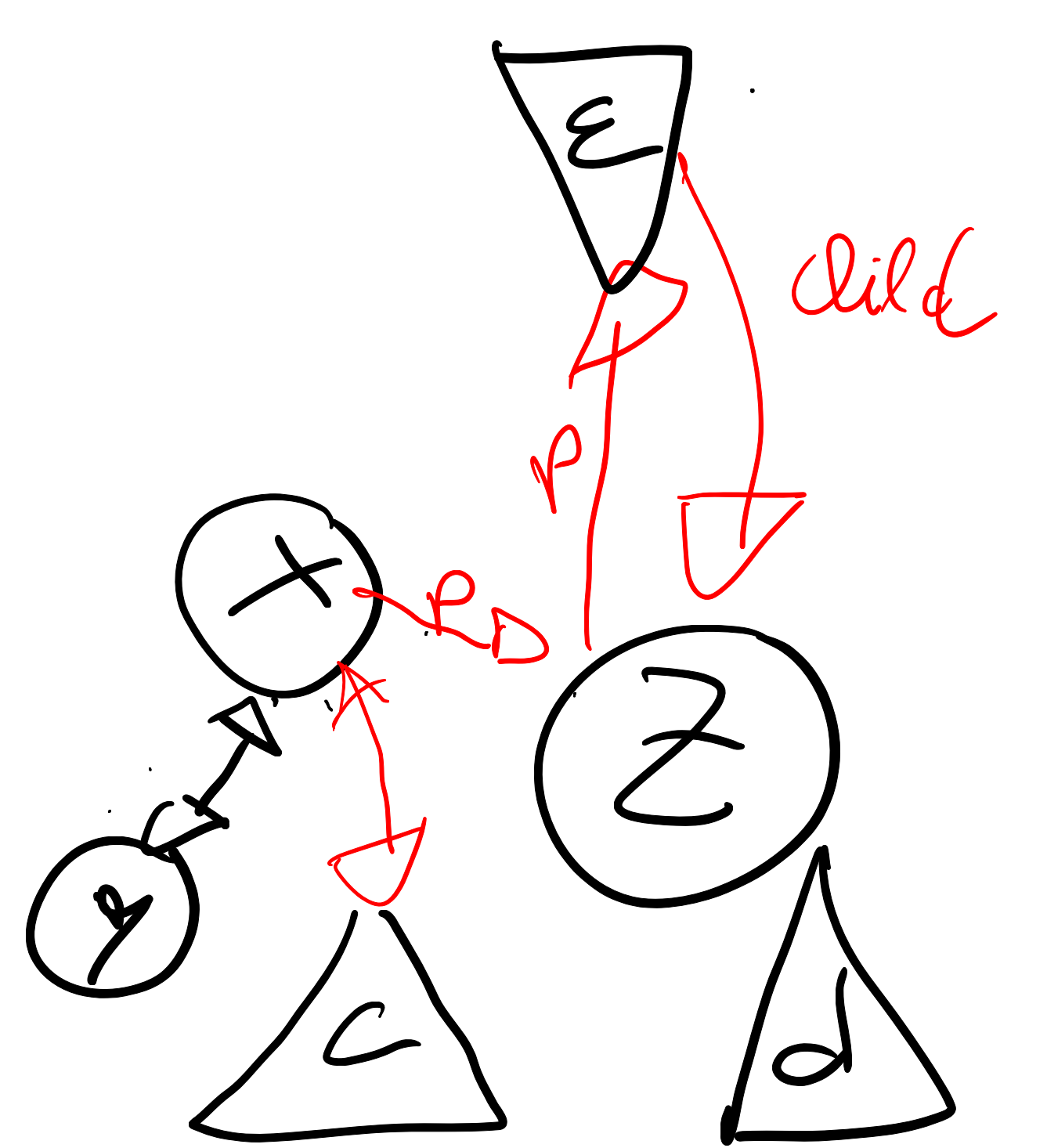
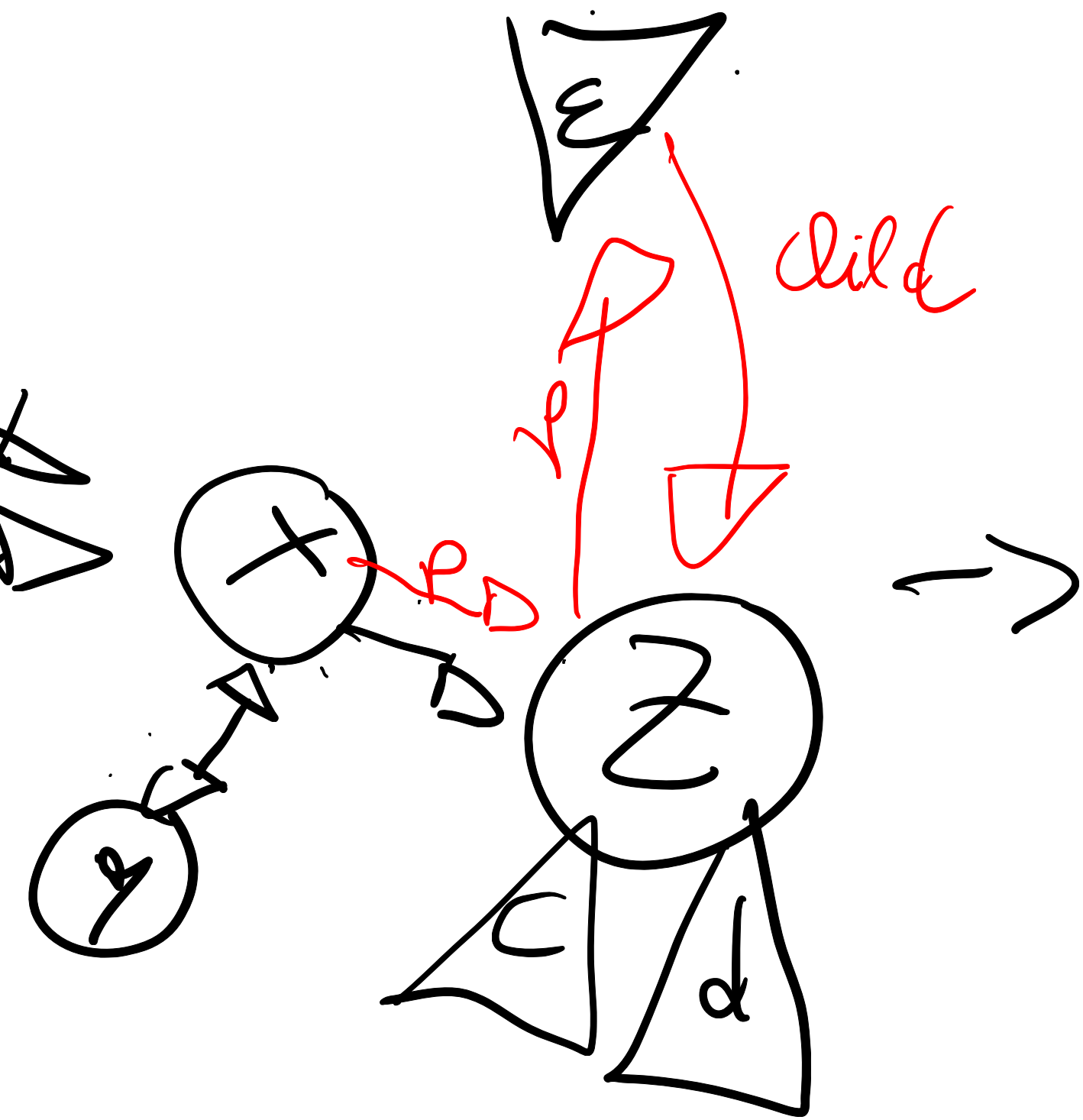
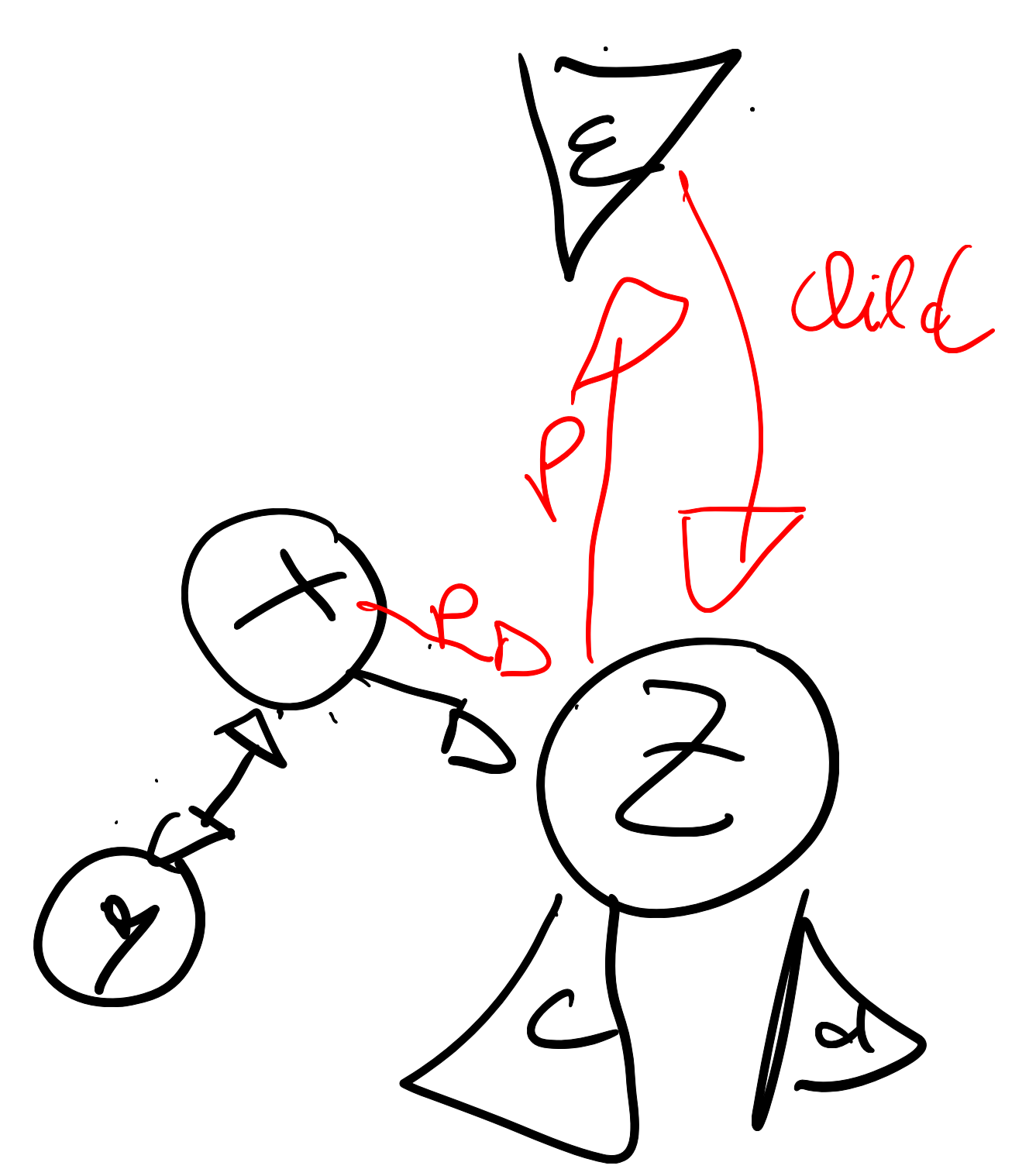
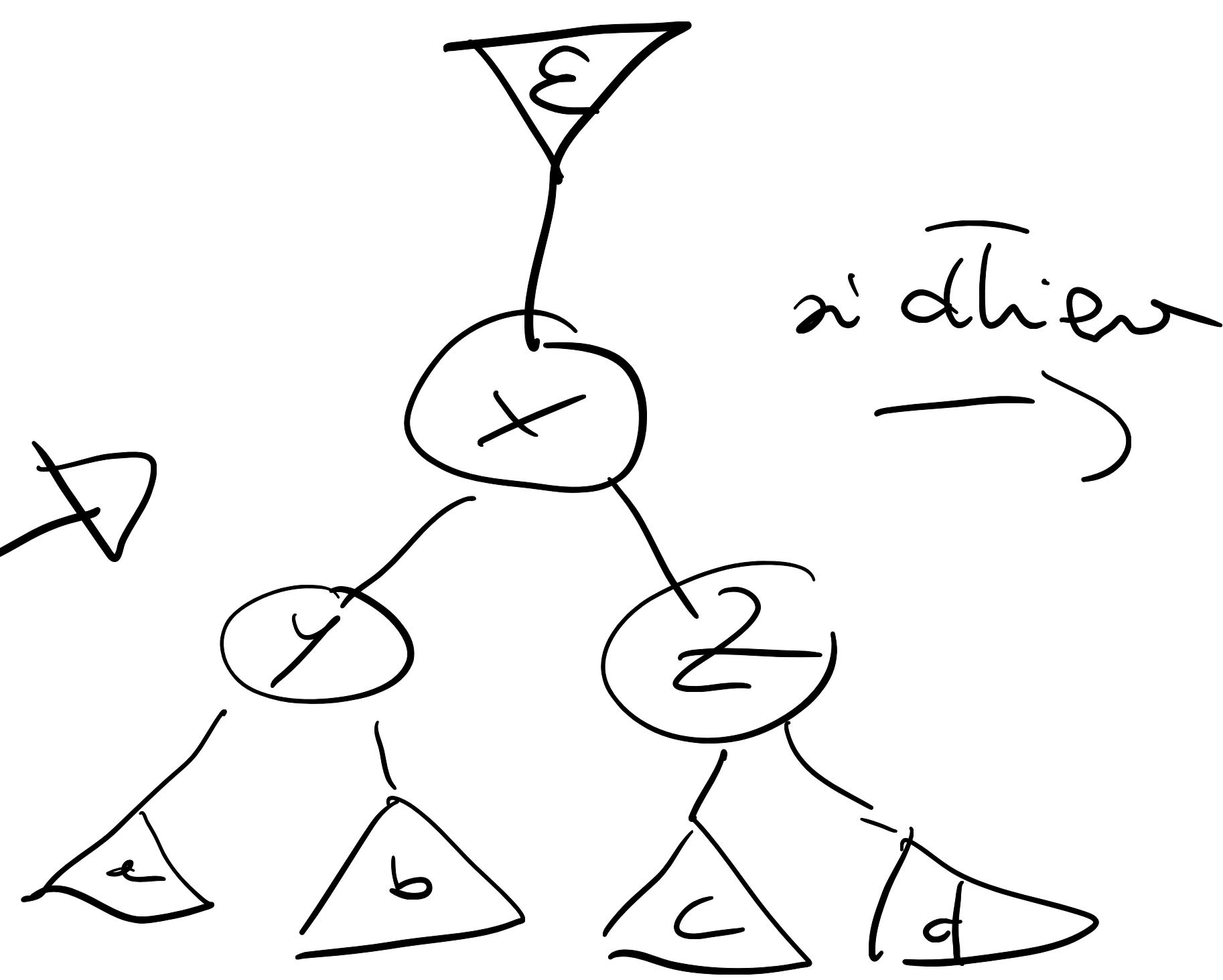
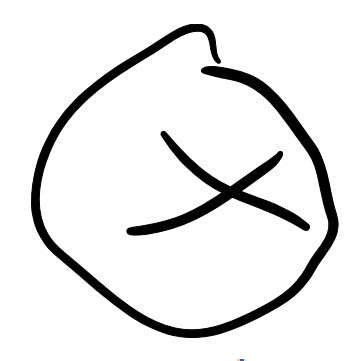
void leftRotate(Node<T>* node)
{
    Node<T>* nParent = node->getNodeRight();
    insertNodeUp(node, nParent);

    node->setNodeRight(nParent->getNodeLeft());

    if (nParent->getNodeLeft() != NULL)
        nParent->getNodeLeft()->setNodeParent(node);

    nParent->setNodeLeft(node);
}

```



```

void insertNodeUp(Node<T>* parent, Node<T>* child)
{
    if (parent->getNodeParent() != NULL)
    {
        if (isLeftChild(parent))
            parent->getNodeParent()->setNodeLeft(child);
        else
            parent->getNodeParent()->setNodeRight(child);
    }
    else
        this->setRoot(child);
    child->setNodeParent(parent->getNodeParent());

    parent->setNodeParent(child);
}

```

