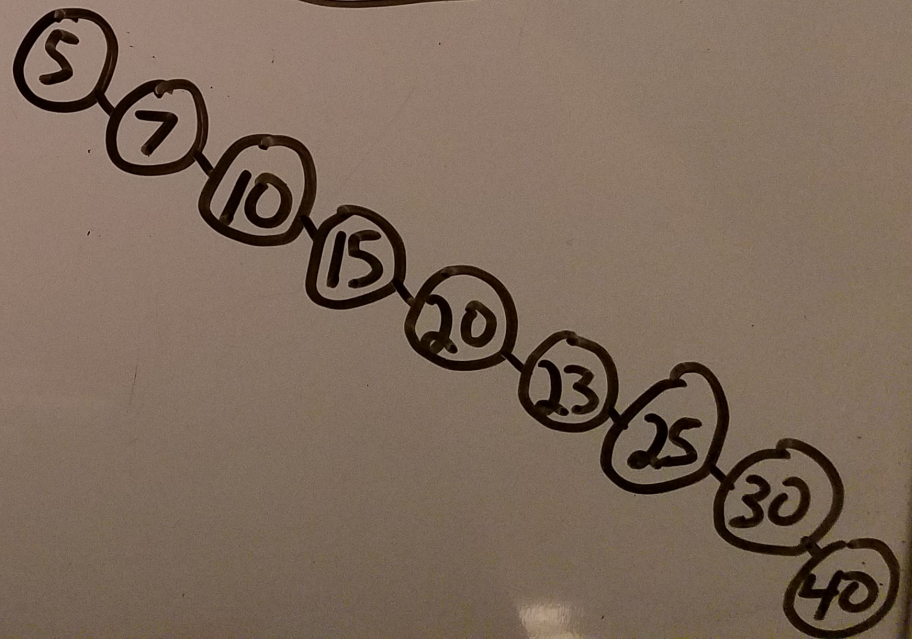


etc.  
----->



no left child  
so switch  
to next node

\*current node  
← sees left child  
so does a rotate