My current alpha release for the cheat sheet. Some comments are visible. Many more notes/diagrams needed. Back page still not utilized. Coloring of photo too dark.

Subject: Re: Great™ Cheat Sheet 31337 V 0.0.1
Posted by cdyancey on Sun, 19 Feb 2017 00:45:26 GMT

Mine is so far similar to yours, however I also included:

RBT
  insertion: Takes O(log n) time
    Max number of recolors is O(log n)
    At most 2 rotations
  deletion: Takes O(log n) time
    Max number of recolors is O(n log n)
    At most 3 rotations

And a drawing of what a rotation looks like both ways.

Subject: Re: Great™ Cheat Sheet 31337 V 0.0.1
Posted by cdyancey on Sun, 19 Feb 2017 05:41:53 GMT

Hopefully Lusth doesn't see what we're putting on our cheat sheets and take those questions off the test just to make it harder >.< :p :d

Subject: Re: Great™ Cheat Sheet 31337 V 0.0.1
Posted by cdyancey on Sun, 19 Feb 2017 05:41:53 GMT

Also, it seems that the big-O runtime and maximum number of rotations per insertion is the same for AVLs as it is for RBTs, the difference being only that an AVL is more likely to make a rotation upon a call. Max rotations for AVL deletion is O(log n).
At least, that's what people on the Internets say.

Subject: Re: Great™ Cheat Sheet 31337 V 0.0.1  
Posted by lusth on Mon, 20 Feb 2017 23:34:56 GMT  
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cdyancey wrote on Sat, 18 February 2017 18:46
Hopefully Lusth doesn't see what we're putting on our cheat sheets and take those questions off the test just to make it harder >.< :p :d

(evil laugh)

Subject: Re: Great™ Cheat Sheet 31337 V 0.0.1  
Posted by wjtreutel on Tue, 21 Feb 2017 07:04:04 GMT  
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lusth wrote on Mon, 20 February 2017 17:34
Patienty wrote on Sat, 18 February 2017 18:46
Hopefully Lusth doesn't see what we're putting on our cheat sheets and take those questions off the test just to make it harder >.< :p :d

(evil laugh)
"Actually, now that you mention it... No, no, that would never work. But maybe..."