Red-Black Tree Deletion

Start out by swapping the value to be deleted to the appropriate leaf (unlike most red-black code, leaves in this implementation are normal binary search tree leaves). Call this node p. Pass a pointer to p to *deletionFixUp*. After *deletionFixUp* returns, prune p from the tree.

```
function deletionFixUp(x)
    {
    loop
        {
        if (x is root) exit the loop
        if (x is red) exit the loop
        if (sibling is red)
            {
            color parent red
            color sibling black
            rotate sibling to parent
            // should have black sibling now
            }
        else if (nephew is red)
            {
            color sibling the same as parent
            color parent black
            color nephew black
            rotate sibling to parent
            // subtree and tree is BH balanced
            exit the loop
            }
        else if (niece is red)
            {
            // nephew must be black
            color niece black
            color sibling red
            rotate niece to sibling
            // should have red nephew now
            }
        else // sibling, niece, and nephew must be black
            {
            color sibling red
            x = parent
            // this subtree is BH balanced, but tree is not
            }
        }
    color x black
    }
```

Like the *uncle* function, the *nephew*, *niece*, and *sibling* functions handle leftness and rightness issues.