

```

Splay(x)
{
    if(x->parent==NULL)
        return;
    else
        if(x->parent->parent==NULL)
            zig(x,x->parent);
        else
            {
                z=x->parent->parent;
                y=x->parent;
                if( (x==y->left&& y==z->left)|| (x==y->right&& y==z->right))
                    x=zig-zig(z,y,x);
                else
                    x=zig-zag(x,y,z);
            }
        Splay(x);
}

```

Comparison Table:

	Vector	Sorted Vector	BST	AVL	Splay
insert	O(n)	O(n)	O(n)	O(log n)	O(log n)
delete	O(n)	O(n)	O(n)	O(log n)	O(log n)
Search	O(n)	O(log n)	O(n)	O(log n)	O(log n)