Algorithm 1: tope del contenedor de pilas

```
\begin{array}{l} \textbf{Function} \ \ tope(Pila) \\ \mid \ i \rightarrow 0 \\ \mid \ s \rightarrow 0 \\ \quad \textbf{while} \ i < \textit{NumPilas} - 1 \ \textbf{do} \\ \mid \ \ s \rightarrow Tope[i] - Base[i] + s \\ \mid \ \ \ i \rightarrow i + 1 \\ \mid \ \ \textbf{end} \\ \\ \textbf{return} \ s \end{array}
```

Algorithm 2: Obtener Menor indice j

```
 \begin{array}{l} \textbf{Function $ObtenerMenorj(entero i)$} \\ | j \rightarrow 0 \\ | \textbf{if } i < \textit{NumPilas} - 2 \land i \geq 0 \textbf{ then} \\ | | j = i + 1 \\ | | \textbf{while } j < \textit{NumPilas} - 1 \land Base[j+1] = Tope[j] \lor j = \textit{NumPilas} - 1 \land Tope[j] = Max - 1 \textbf{ do} \\ | | | | j \rightarrow j + 1 \\ | | \textbf{ end} \\ | \textbf{end} \\ | \textbf{return } res(j, \texttt{NumPilas})  \end{array}
```

Algorithm 3: Obtener Mayor indice j

```
Function ObtenerMayorj(entero i)  | j \rightarrow -1 | if i \geq 0 \land i < NumPilas then  | j = i | while j > 0 \land Base[j] = Tope[j-1] \lor j \geq 0 \land Base[i] = -1 do  | if (j > 0 \land Base[j] < 0) \text{ then}   | j \rightarrow -1 | end  | else |  | j \rightarrow j - 1 | end  | end | end
```

```
Algorithm 4: Apilar
```

```
Procedure Apl(Pila, i, x)
if i < \mathit{NumPilas} - 1 \land i \ge 0 then
    if tope(Pila) < Max then
        if Tope[i] = Base[i+1] then
            j \to \mathtt{ObtenerMenorJ}(i)
            if j > 0 then
                for k = Base[i+1] + 1 downto Tope[j] do
                Pila[k+1] = Pila[k]
                \quad \textbf{end} \quad
                for k = i + 1 to j do
                   Tope[k] = Tope[k] + 1
                   Base[k] = Base[k] + 1
                end
            \mathbf{else}
               j = \mathtt{ObtenerMayorJ}(i)
               if j \ge 0 then
                    for k = Base[j] + 1 to Tope[i] do
                    Pila[k-1] = Pila[k]
                    end
                    for k = j downto i do
                    T[k] = T[\kappa] - 1B[k] = B[k] - 1
                    \quad \textbf{end} \quad
               \mathbf{end}
           end
        end
        Tope[i] = Tope[i] + 1
       Pila[T[i]] = x
    else
     print Llena
    end
end
```

Algorithm 5: Apilar en la ficticia

```
\begin{array}{c|c} \textbf{Procedure } \textit{Ap12}(Pila,x) \\ & \textbf{if } tope(x) < Max \textbf{ then} \\ & | i \rightarrow ObtenerMayorJ(13) \\ & \textbf{for } j = Base[i] + 1 \ to \ j \leq Tope[13] \ \textbf{do} \\ & | Pila[j-1] = Pila[j] \\ & \textbf{end} \\ & | \textbf{for } j = 13 \ downto \ i \ \textbf{do} \\ & | Tope[j] = Tope[j] - 1 \\ & | Base[j] = Base[j] - 1 \\ & | \textbf{end} \\ & | Tope[13] = Tope[13] + 1 \\ & | Pila[T[13]] = x \\ & \textbf{end} \\ & | \textbf{end} \end{array}
```

Algorithm 6: Desapilar

```
 \begin{array}{c|c} \textbf{Function} \ \textit{DsApl}(Pila, i) \\ & x \to 0 \\ & \textbf{if} \ i \geq 0 \land i < NumeroPilas \ \textbf{then} \\ & | \ \textbf{if} \ / PilaVacia(Pila, i) \ \textbf{then} \\ & | \ x = Pila[Tope[i]] \\ & | \ T[i] = T[i] - 1 \\ & | \ \textbf{end} \\ & | \ \textbf{end} \\ & \textbf{return} \ x \\ \end{array}
```