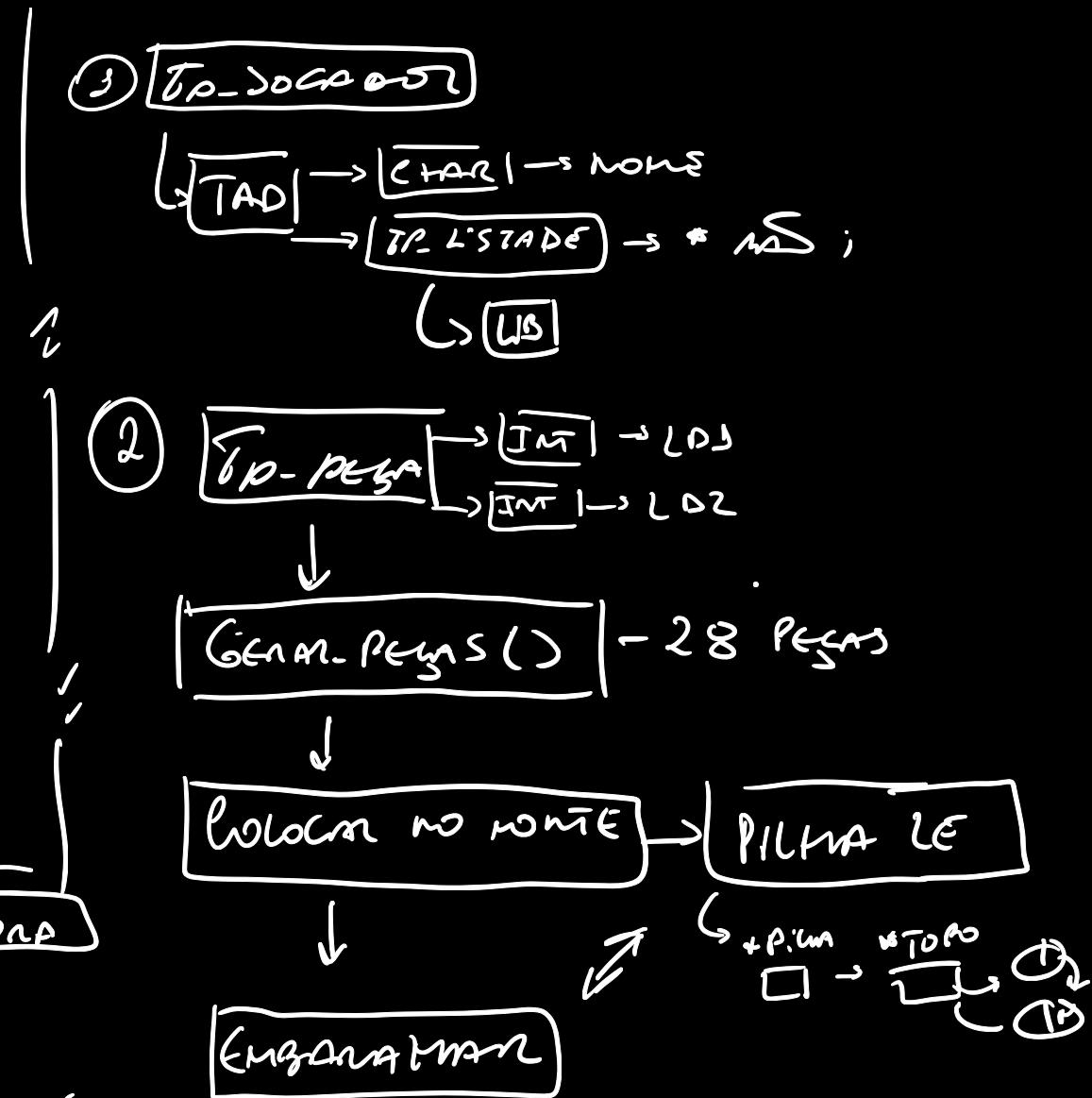


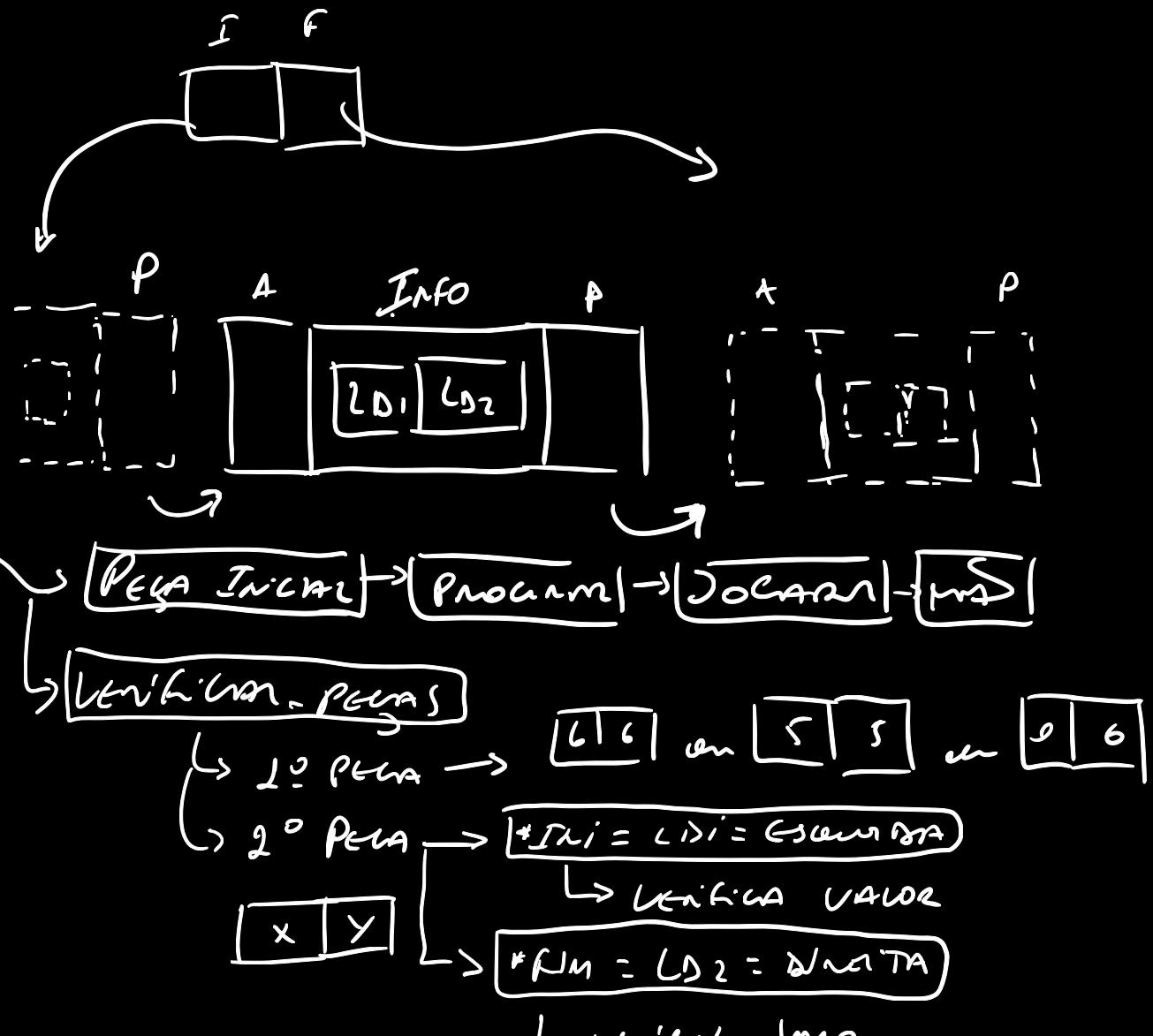
MAT(n())

- ① home documentos.
  - ② sacar monte (28 Pegas)
    - [2.1] Cda RVLMA (LB)
    - [2.2] → Función para embalaje.
  - ③ PEGAS-MS (organizaciones Pegas en monte).
  - ④ ordena a ms
  - ⑤ sacar
- 
- ③ **DISTRIBUÑA - PEDIDOS** → **PECAS-PEGAS**
- [docam] → [MS]
  - **MONTE/RVLMA**
2. DE
- ④ **ORDENA - MS()** → **DOCAM()** → **MS**
- (Bubble? / nice? very??)



## Davmo

- 1)  $\boxed{\text{Pega}}$   $\rightarrow \boxed{LD_1}$
- 2)  $\boxed{\text{Document}}$   $\xrightarrow[\text{more}]{\text{map}} \boxed{LSE}$
- 3)  $\boxed{\text{Message}} \rightarrow \boxed{LDE}$
- 4)  $\boxed{\text{Monte}}$ 
  - $\rightarrow \boxed{\text{Enviar}}$  A Pega (monte)
  - $\rightarrow \boxed{\text{Gerar}}$  AS Pega
  - $\rightarrow \boxed{\text{Inserir}}$  Pega no monte
  - $\rightarrow \boxed{P. \text{ A } x} \rightarrow \boxed{\text{Entendimento}}$
  - $\hookrightarrow \text{Distribuir} \rightarrow \boxed{\text{Documento}} \rightarrow \boxed{\text{Pega-Pega()}}$



# ④ TAD'S + ESTRUCTURAS ①

①  $\boxed{\text{Tp-Listase}} \rightarrow \boxed{\text{MAS}}$

TypeDef  $\boxed{\text{Tp-Item}}$  tp.item;

TypeDef Struct Tp.no {

Tp.ITEM info;

Struct Tp.no \*prox;

$\boxed{\text{Tp-Listase}}$

$\boxed{\text{Tp-Listase}}$

$\boxed{\text{Tp-NO}}$

$\boxed{p_{no}^x}$

$\boxed{\text{MONTE}}$

②  $\boxed{\text{Tp-Listase}} \rightarrow \text{com cabeca} \rightarrow \boxed{\text{PILHA}} \rightarrow \boxed{\text{*TOPO}}$

TypeDef Struct Tp.no- aux {

Tp.ITEM info;

Struct Tp.no- aux \*prox;

$\boxed{\text{Tp-no}}$ ;

TypeDef Struct {

Tp.no \*topo;

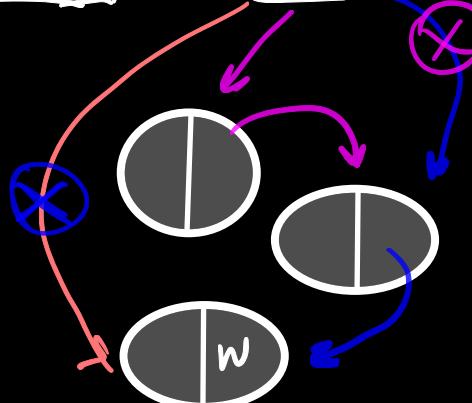
$\boxed{\text{Tp-LSE-HEAD}}$ ;

① 1º ITEM  
② 2º ITEMS  
③ 3º ITEMS  
⑨ RENOV

$\boxed{\text{Tp-LSE-HEAD}}$

$\boxed{\text{Tp-no}}$

$\boxed{*TOPO}$



③  $\boxed{\text{Tp-Pega}}$

TypeDef Struct {

int l01;  
int l02;

$\boxed{\text{Tp-Pega}}$

int int
$\boxed{L01}$ $\boxed{L02}$

$\boxed{3 \text{Tp-Pega}}$

④  $\boxed{\text{Tp-Solman}}$

TypeDef Struct {

char \*name; name[100]

$\boxed{\text{Tp-Listase}}$  \*hd;

$\boxed{3 \text{Tp-Solman}}$

*char[100]
$\boxed{\text{NAME}}$
$\boxed{\text{*MAS}}$

⑤  $\overline{Tp\_LDE}$   $\rightarrow$  MESA

' TYPEDEF Struct Tp-mo-aux {

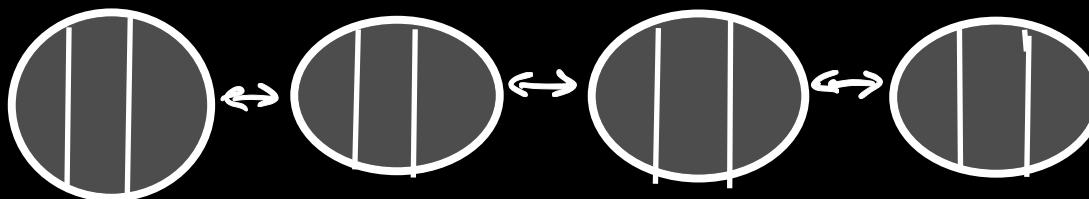
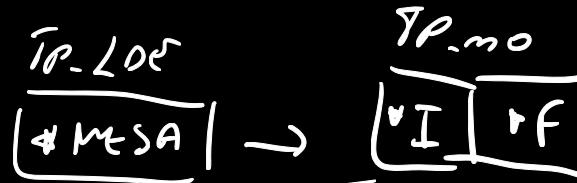
    Tp-item info;  
    STRUCT Tp-mo-aux \*Ant;  
    STRUCT Tp-mo-aux \*prox;

} Tp-mo-DE;

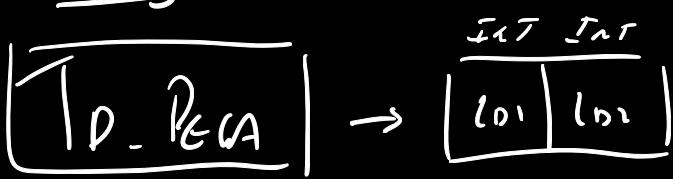
TYPEDEF STRUCT {

    Tp-mo \*ini;  
    Tp-mo \*fin;

} Tp-LDE;



## ④ PEGA



## ⑤ como usar



1) PEGA MONTA [INICIO G] → mais

2) ORDEM MAIS [DEPOIS MONTA] → mais

3) DOGA NA MESA [JOGO]

3.1) SORTEIA MAIS

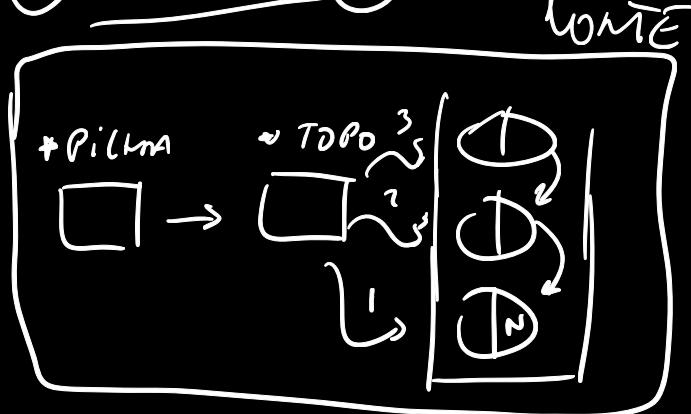
3.2) SORTEIA LARO MESA

## ⑥ FUNÇÕES

1) GELAR\_PEGA() → Cria uma p/ gelar  
não monetaria

2) SOMAR\_PEGA() → FUNC. AUX → ordem → mais

## ④ MONTE



## 5) EMBARCAÇÃO MONTE

↳ P-AUX



(→ AS PEÇAS SÓ NOS  
INSCRIVEMOS NA PILHA.

## ⑤ Funções Pilha

- 1) Inicializar()
- 2) VAZIA
- 3) ALLOC()
- 4) PUSH / (POP) / DESTROY  
(SALVA)

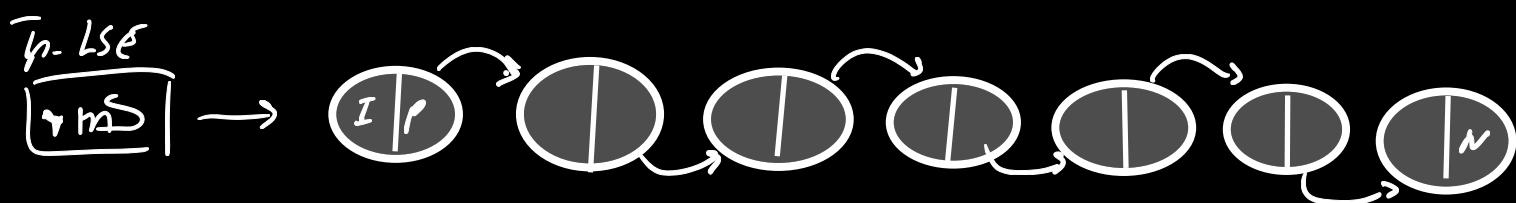
① Jogar més - LSE

↳ DEPOIS DE ENTRADA:

① PEGAR none do lar

↳ N[ ] ou + N

② Pega-Pegas

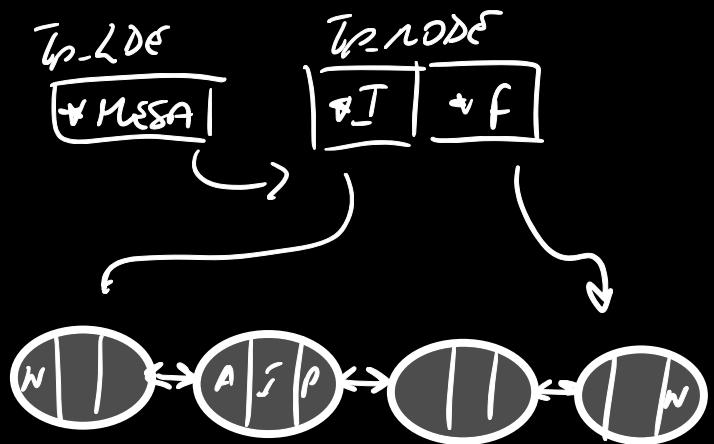


③ Ordem\_m → Soma\_Pegas() → Armazendo\_Busca

④ Escolher\_Peca → Escolhe\_MESA\_LAR

↳ SEM\_Peca() → Ganhar

# ④ MESA



1) Inicializ. - mesa

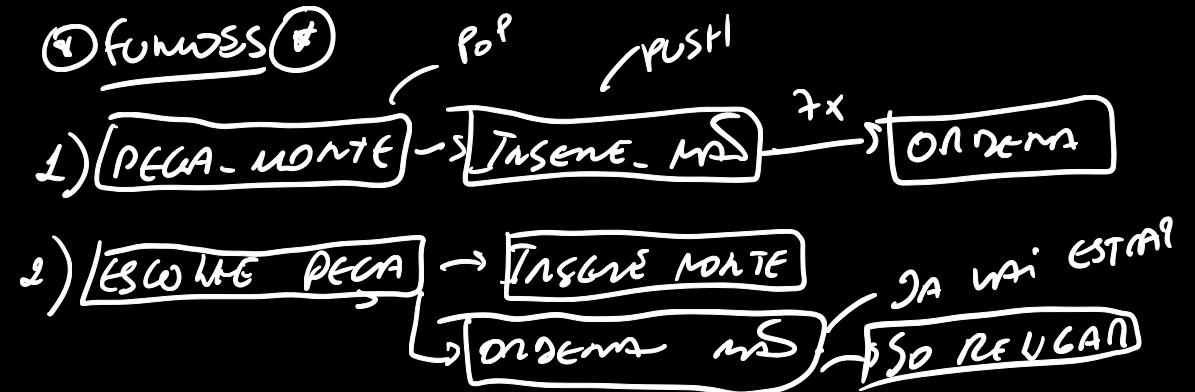
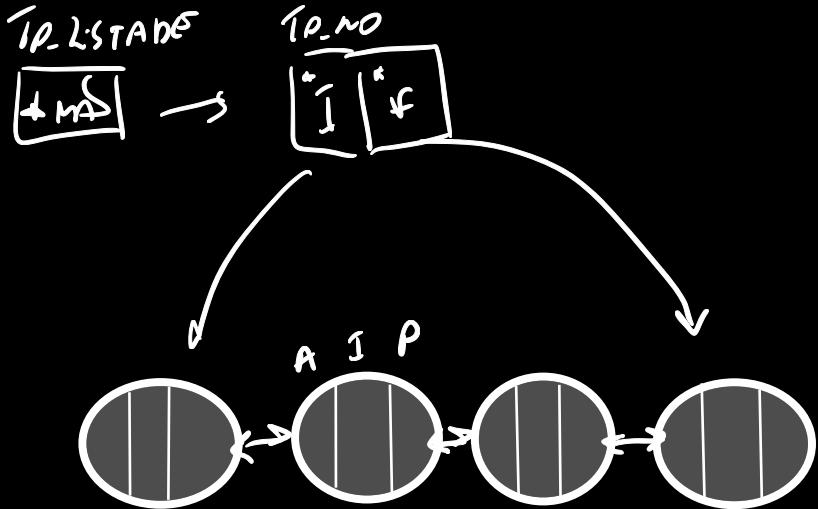
2) Punto. Reca (sim)

(Docam) → (mS) → (Punto Ini)

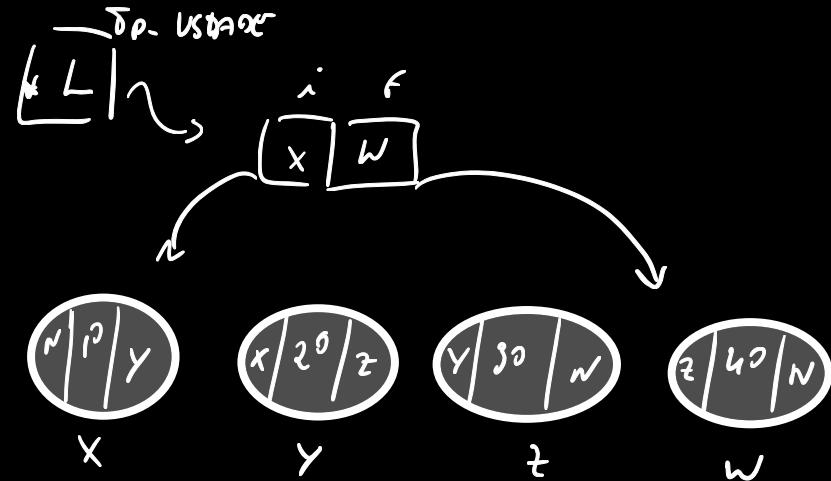
3) [Insert] → [Eswl Mx. (ram)] → [Vm RRA]

# \* JOGAR MAS LDE \*

- ↳ DEPOIS DE ENTRAR NA O MONTA:
- ↳ CHAMA JOGARM **PEGA** VMA PEGA



④ Removemos LDE



↳ Remover 20

\* ATU = L → Invi

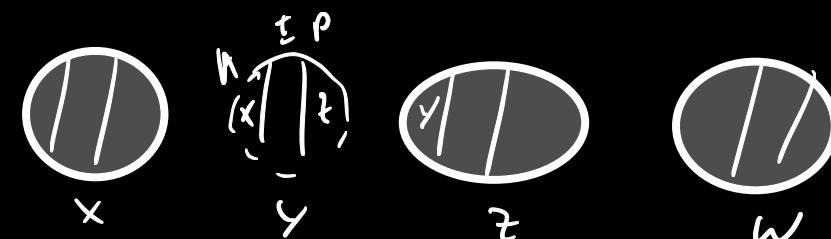


WLR → \* ATU

→ ① → 2 elementos na lista  
→ ② → Puxar no freneto

③ → VLT/NO freneto  
④ →

\* ATU



① Galactosomos novo Antes de  
remover

ATU → Prox → Ant = ATU → ANT

ATU → ANT → Prox = ATU → PROX











