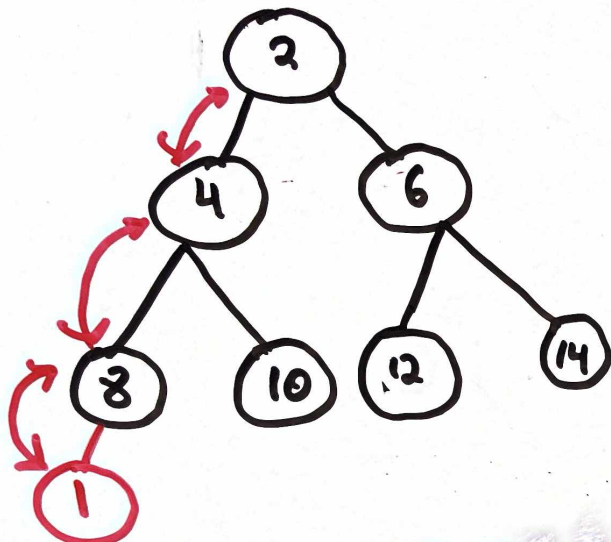
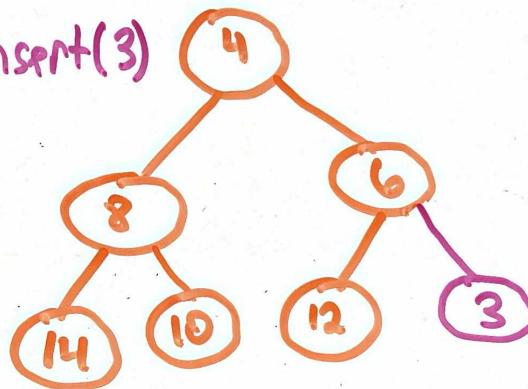


2) (b) initial configuration
[2, 4, 6, 8, 10, 12, 14]

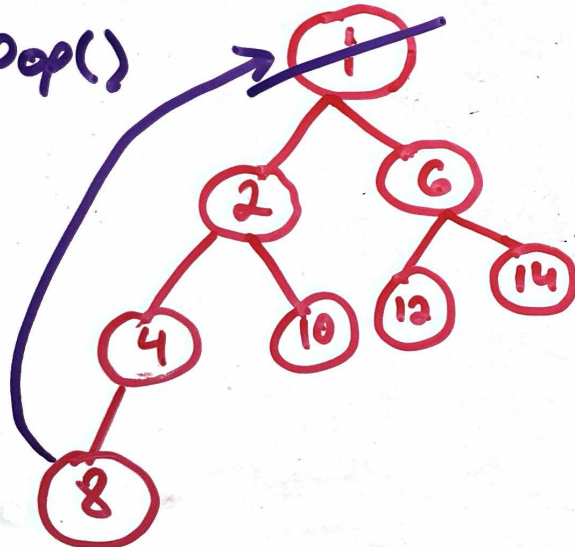
insert(1)



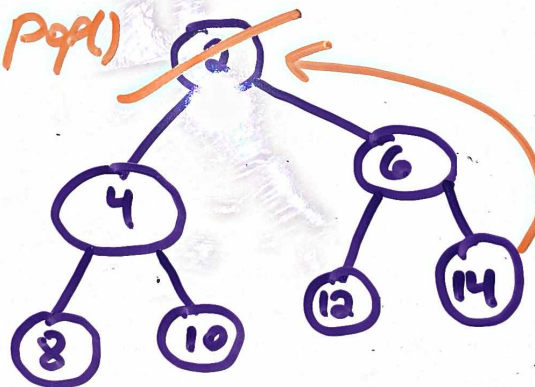
insert(3)



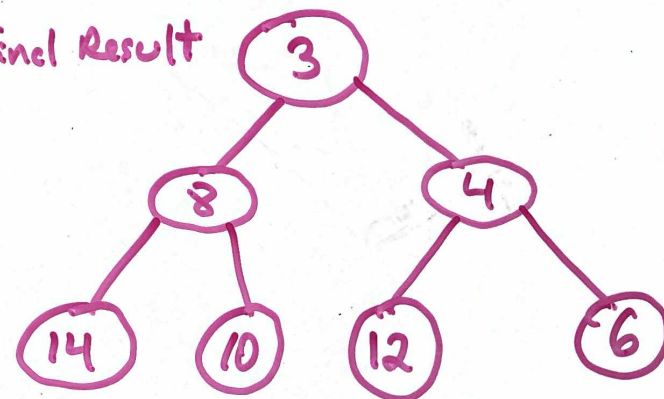
pop()



pop()



Final Result



Legend

↔ = swap elements
/ = erase element
→ = insert element