```
#include <iostream:
#include <vector>
using namespace std;
         int tam1 = mid1 - ini + 1;
int tam2 = mid2 - mid1;
int tam3 = fim = mid2;
        vector<int> left (tam1);
vector<int> medium (tam2);
vector<int> right (tam3);
          for(int i = 0; i < taml; i++){
    left[i] = v[i+ini];</pre>
         }
for(int i = 0; i < tam2; i++){
    medium[i] = v[i + mid1 +1];</pre>
          )
for(int i = 0; i < tam3; i++){
    right[i] = v[i + mid2 + 1];</pre>
        while(i < tam1 &8 j < tam2 &8 k < tam3){
   if(left[i] <= modium[j] &8 left[i] <= right[k]){
      v[1] = left[i];
      i++;
      leis if(medium[j] <= left[i] &8 medium[j] <= right[k]){
      v[1] = medium[j];
      j++;
   }else{
      v[1] = right[k];
      k++;
   }</pre>
         if(i == tan1 && (j != tan2 || k != tam3)){
    while(j < tan2 && k < tan3){
        if(medium[j] <= right[k]){
            v[1] = medium[j];
            j++;
        }else(
            v[1] = right[k];
            k++;
}</pre>
       while(i < taml){
    v[1] + left[i];
    i++;
    l++;</pre>
          )
while(j < tam2)(
    v[1] = medium[j];
    j++;
    1++;
      )
while(k < tam3){
    v[1] = right[k];
    k++;
    1++;
void TripleMerge(vectorcint>& v, int ini, int fim){
   if(ini < fim){
    int = fim - ini + 1; //calcula o tamanho do vetor
   int razao = n / 3; //calcula o tamanho que cada subvetor terá</pre>
            int mid1 = ini + razao - 1;
int mid2 = ini + 2 * razao - 1;
                TripleMerge(v,ini,midi); //Chamada recursiva para o princiro subvetor
TripleMerge(v,midi+1,mid2);//Chamada recursiva para o segundo subvetor
TripleMerge(v,mid2+1,fim);//Chamada recursiva para o terceiro subvetor
                 Intercala(v,ini,mid1,mid2,fim); //Intercalando 3 su
      vector<int> vetor(9);
for(int i = vetor.size()-1; i >= 8; i--){
   vetor[i] = i;
   cout << i << " ";
}</pre>
         for(int i = 0; i < vetor.size(); i++)
    cout << vetor[i] << ~ ";</pre>
```