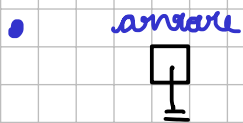
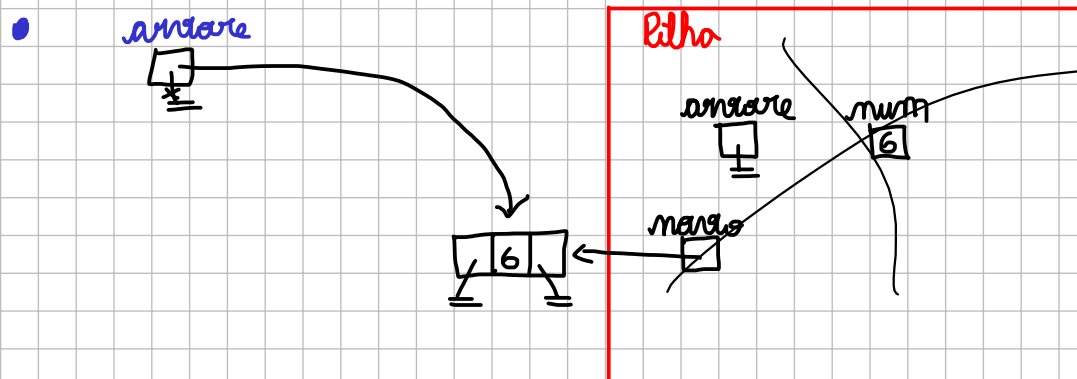


SIMULAÇÃO

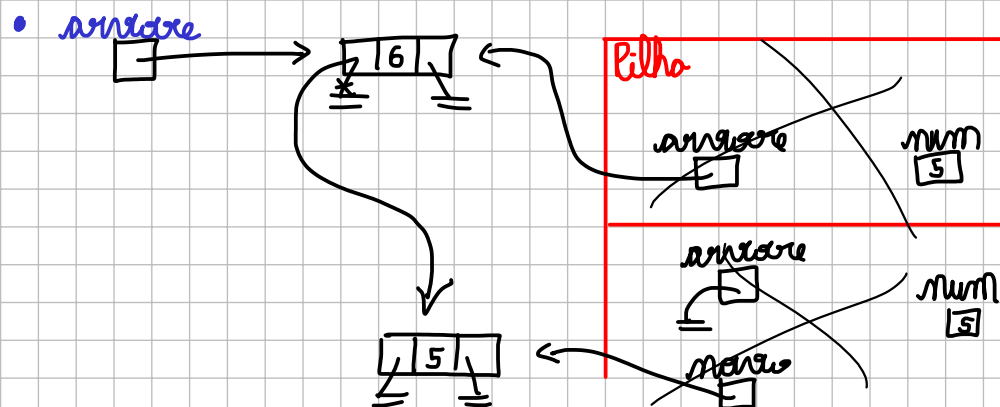
```
struct no *arvore = cria_arvore();
```



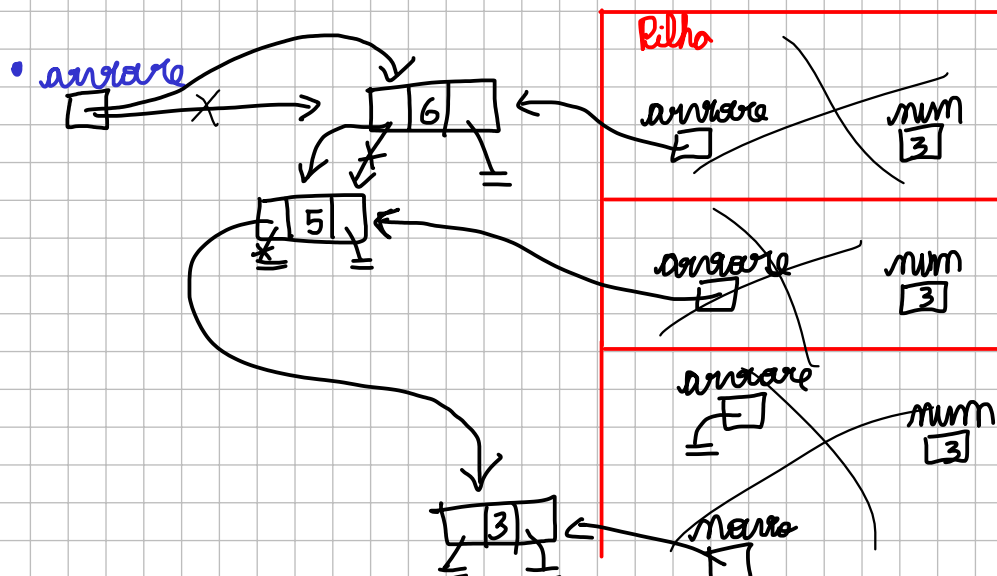
```
arvore = insere(arvore, 6);
```



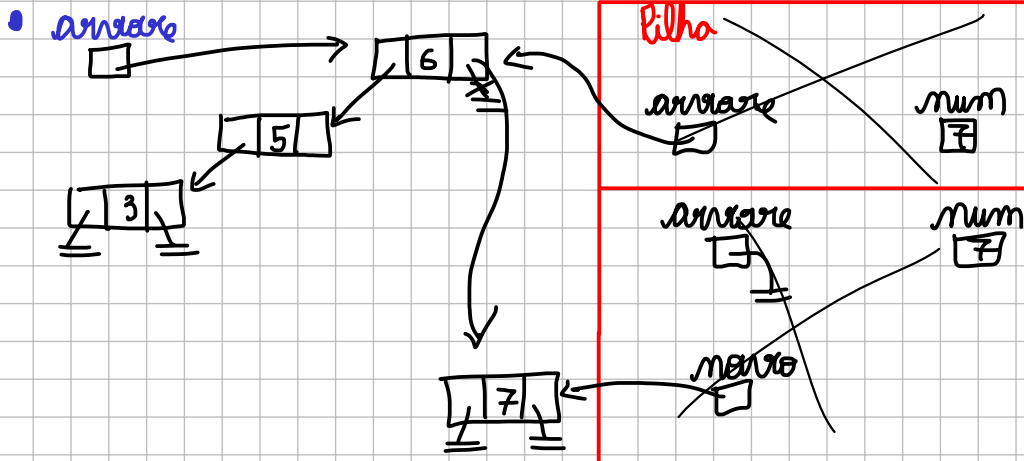
```
arvore = insere(arvore, 5);
```



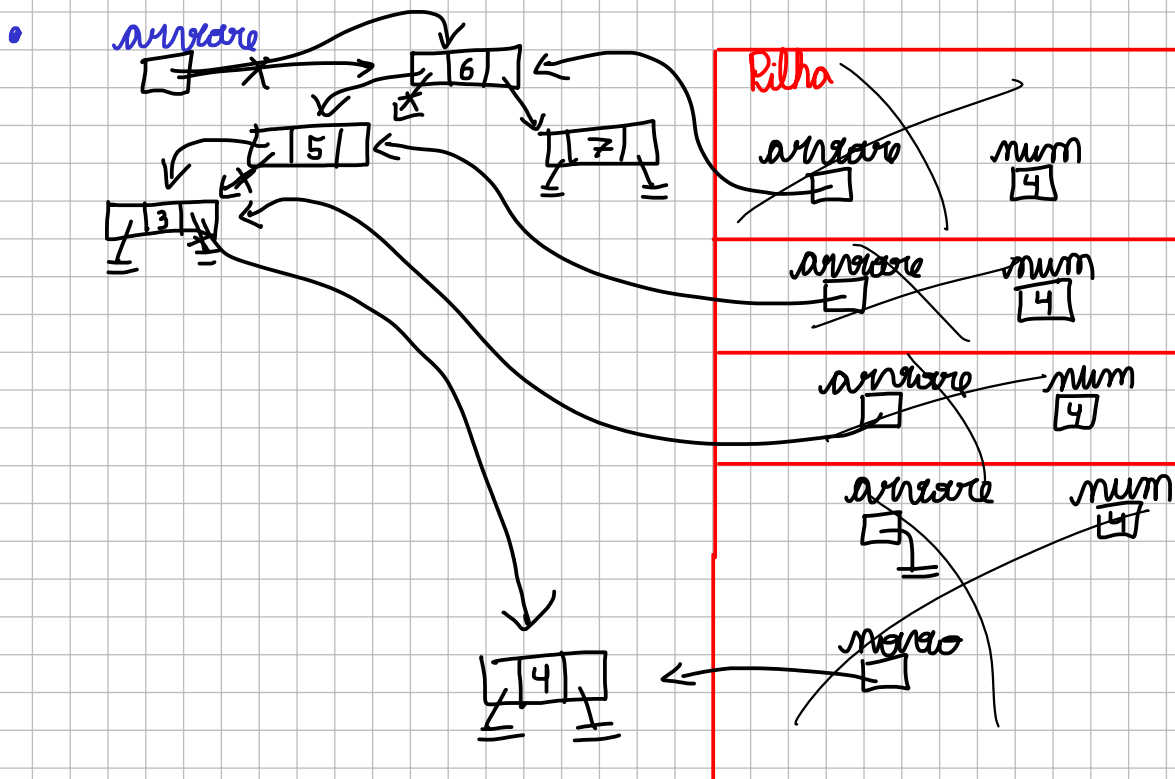
```
arvore = insere(arvore, 3);
```



arvore = insere(arvore, 7);



arvore = insere(arvore, 4);



ÁRVORE FINAL:

