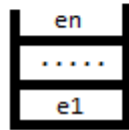


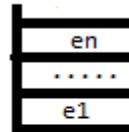
`guardarTurno(mundoInstancia)`

guarda un turno en el tope de la pila

pre: `pila=n>=0`

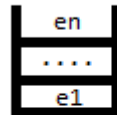


`mundoInstancia`



`reestablecerRonda(pila)`

pre: `pila`
`n>=0`



pos: `pila`

