

proc pertenece (in c: Conjunto<T>, in e: T): bool {

begin

if e in c then return true

else return false

end

proc union (in c1: Conjunto<T>, in c2: Conjunto<T>):

Conjunto<T>

begin

for each e in c1 do

if not e in c2 then

add e to c2

end if

end for

return c2

end

proc interseccion (in c1: Conjunto<T>, in c2: Conjunto<T>):

Conjunto<T>

begin

for each e in c1 do

if e in c2 then

add e to result

end if

end for

return result

end

end