



# Operações em Pilhas Dinâmicas

Estruturas de Dados  
Prof. David Buzatto

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# Estrutura da Pilha

```
typedef struct no {  
    int valor;  
    struct no *anterior;  
} No;
```

```
typedef struct pilha {  
    No *topo;  
} Pilha;
```

# Empilhar

Memória



Topo

Representação Gráfica



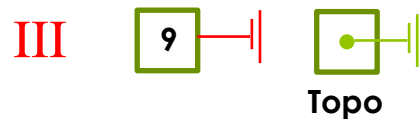
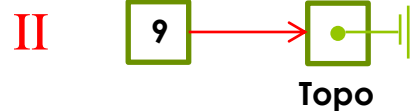
Topo



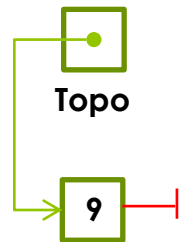
Pilha vazia

# Empilhar

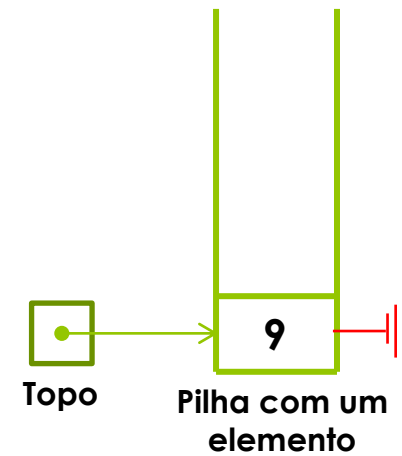
Memória



IV

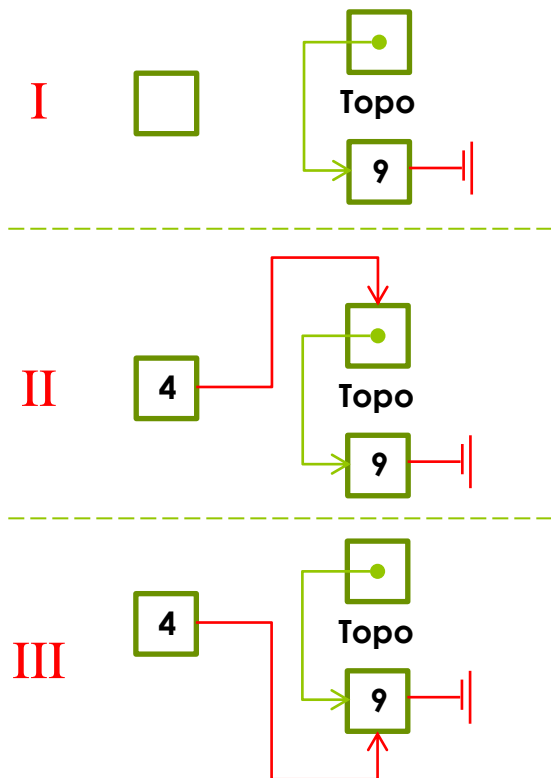


Representação Gráfica

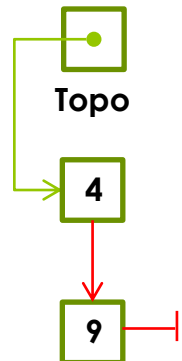


# Empilhar

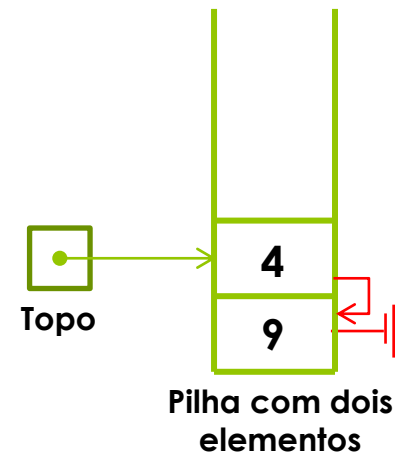
Memória



**IV**

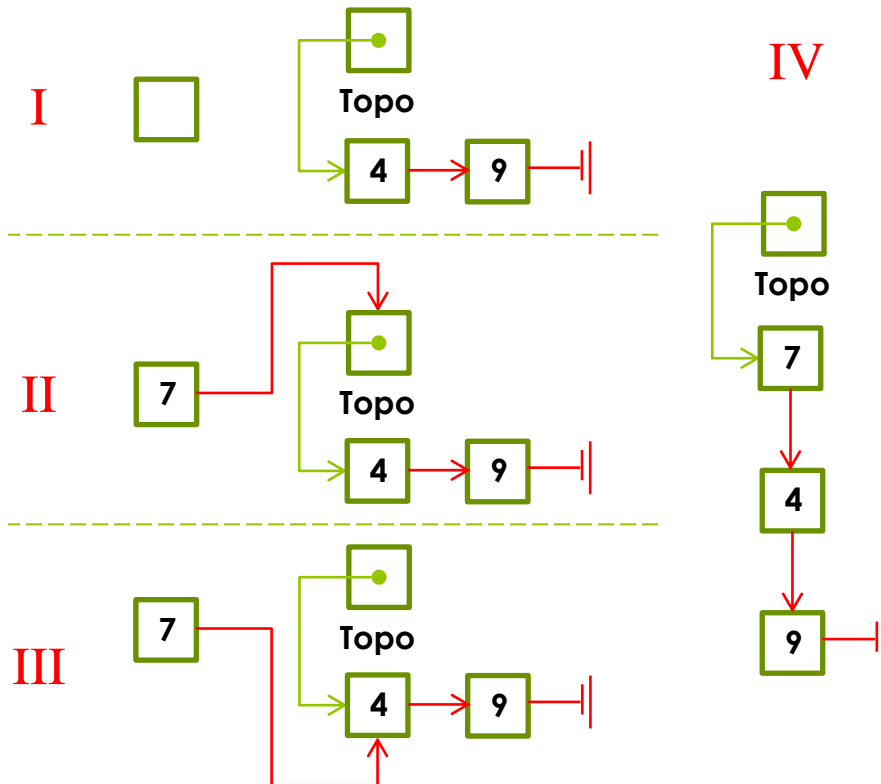


Representação Gráfica

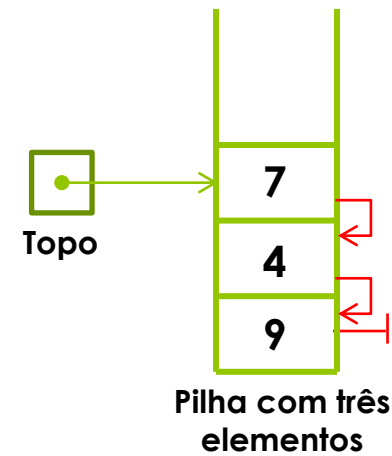


# Empilhar

Memória



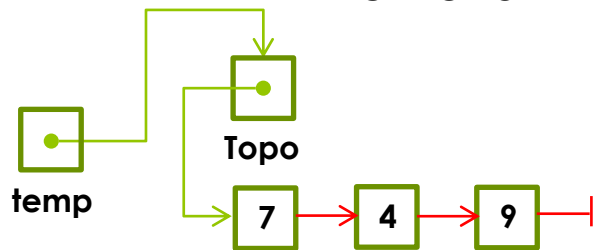
Representação Gráfica



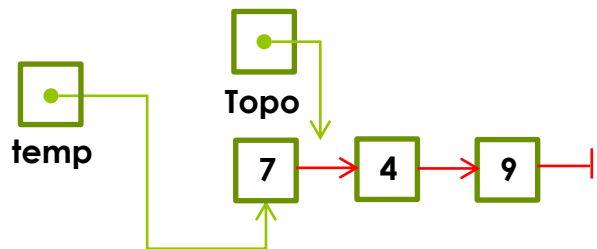
# Desempilhar

Memória

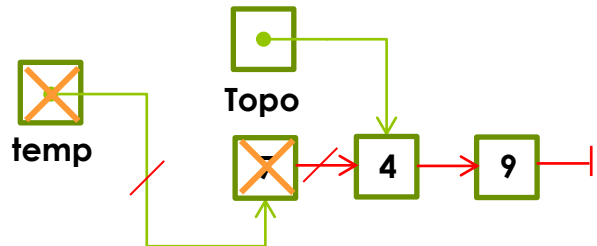
I



II



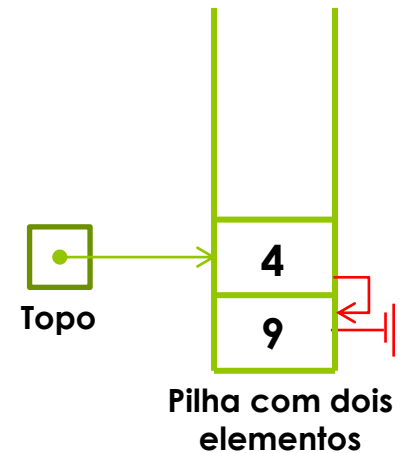
III



IV

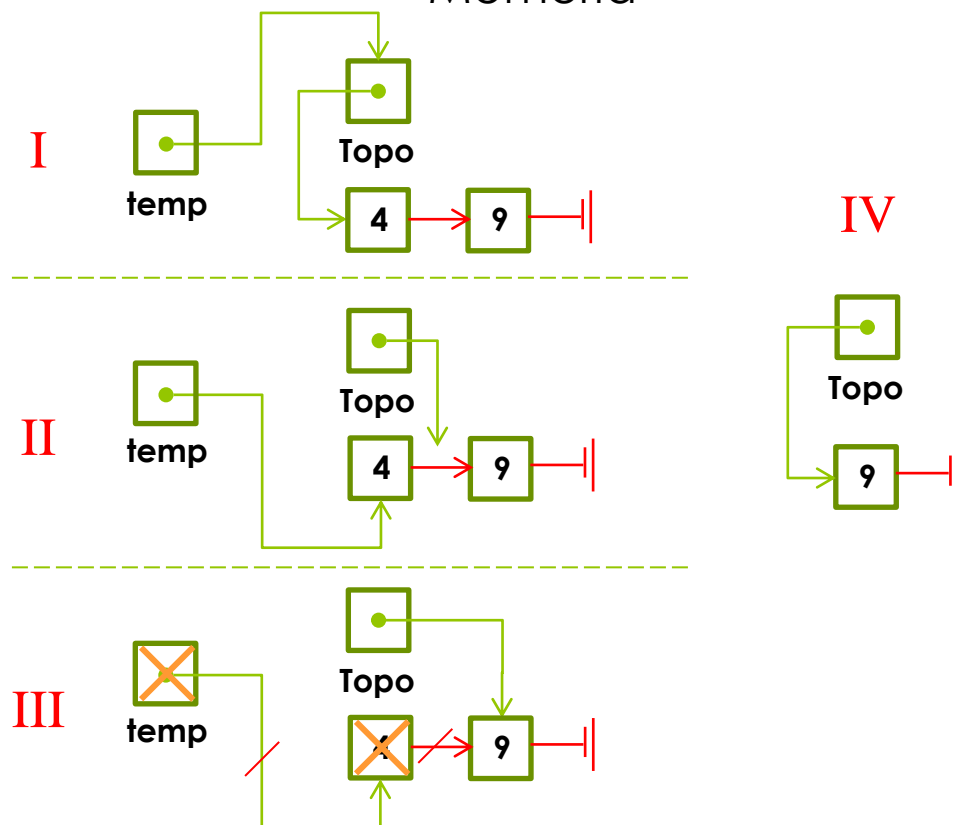


Representação Gráfica

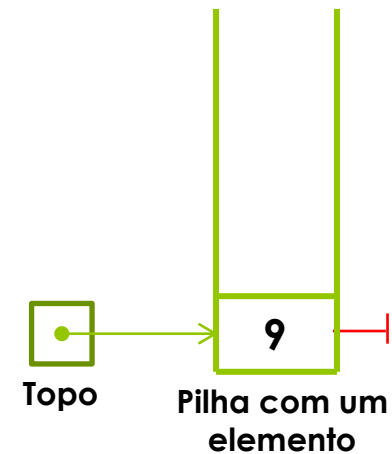


# Desempilhar

Memória



Representação Gráfica

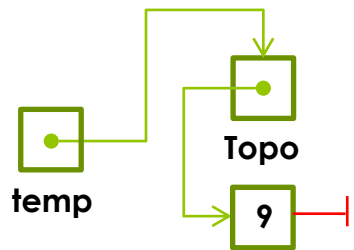




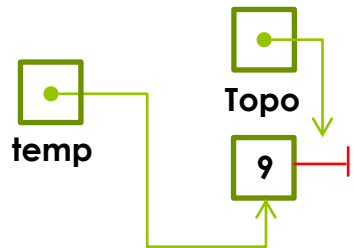
# Desempilhar

Memória

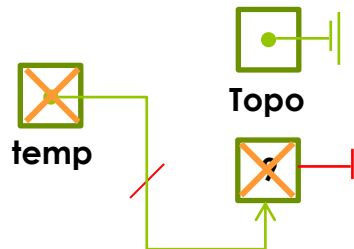
I



II



III



IV



Representação Gráfica

