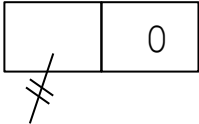


```
typedef void * tElemento;
```

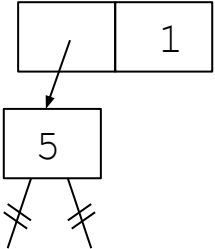
```
typedef struct nodo{  
    tElemento elemento;  
    struct nodo * padre;  
    struct nodo * hijo_izq;  
    struct nodo * hijo_der;  
} * tNodo;
```

```
typedef struct abb{  
    unsigned int cant_elementos;  
    struct nodo * raiz;  
} * tABB;
```

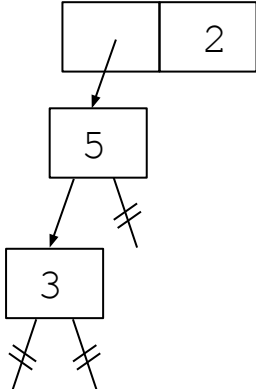
*ABB (vacío)*



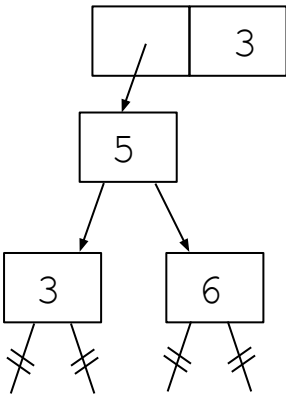
*ABB (insertar(5))*



*ABB (insertar(3))*



*ABB (insertar(6))*



*ABB (insertar(4))*

