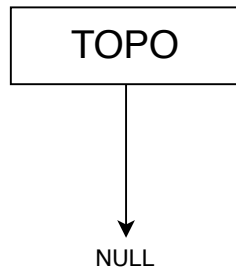


Criar pilha

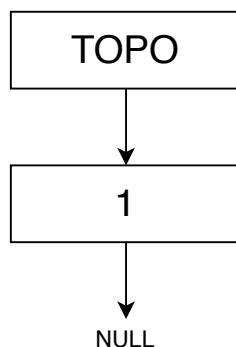
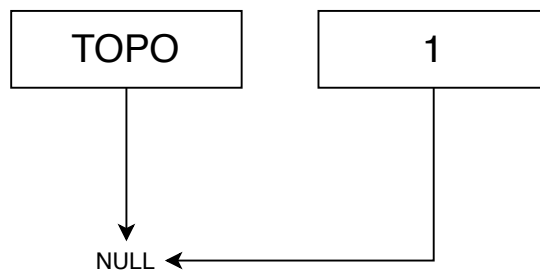


Criar noh



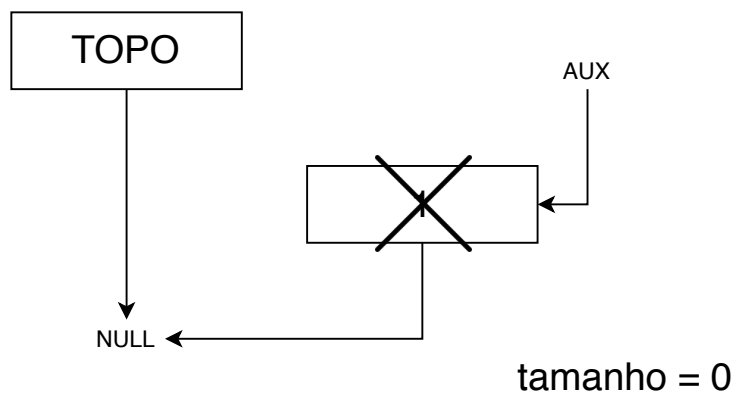
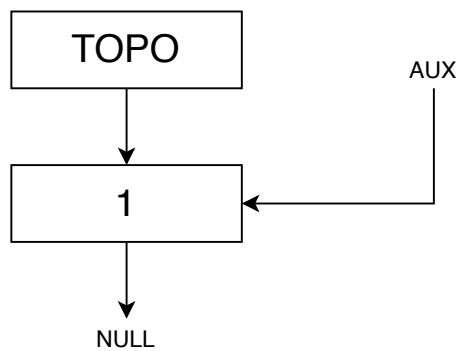
tamanho = 0

Empilhar

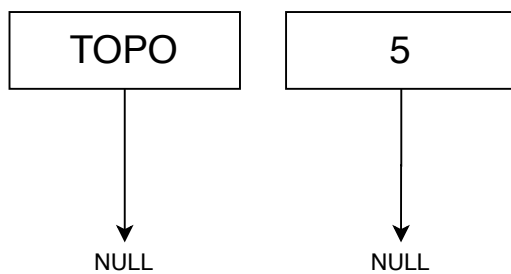


tamanho = 1

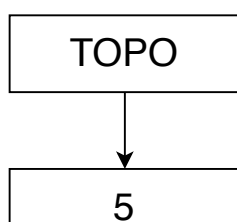
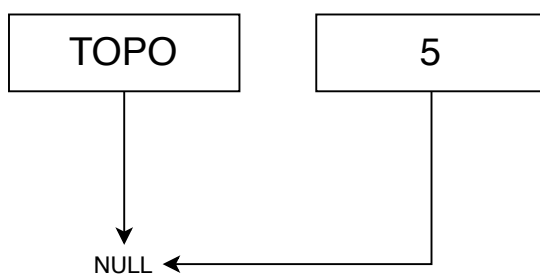
Desempilhar

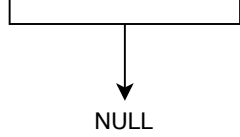


Criar noh



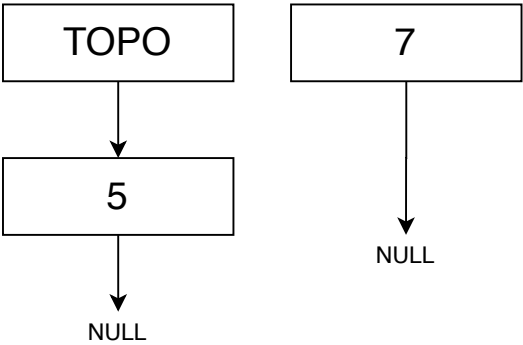
Empilhar



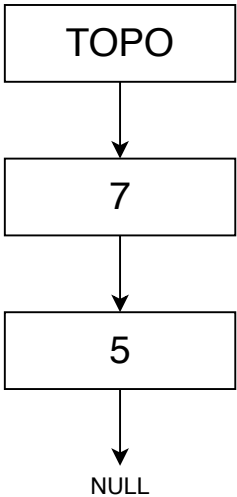
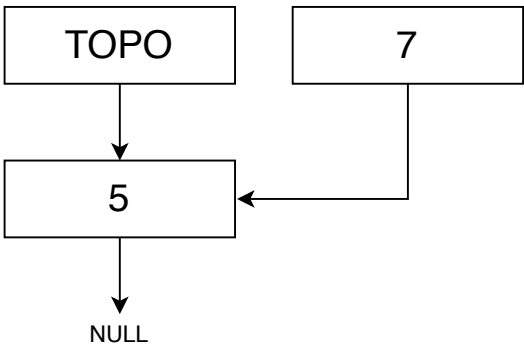


tamanho = 1

Criar noh



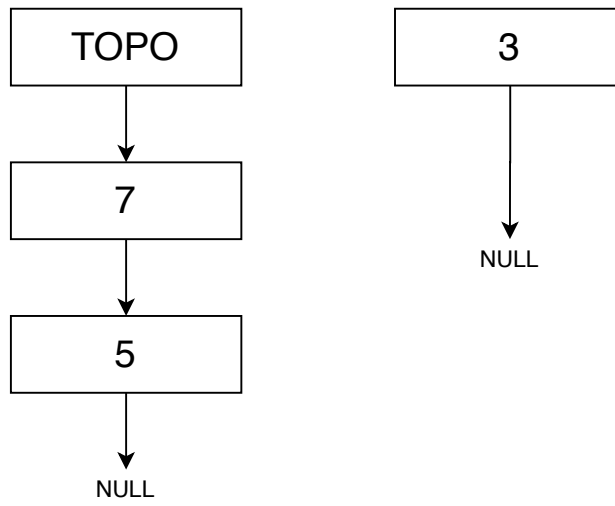
Empilhar



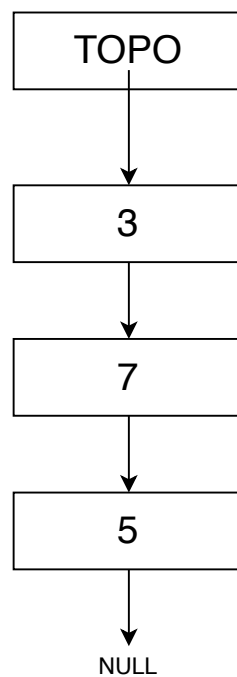
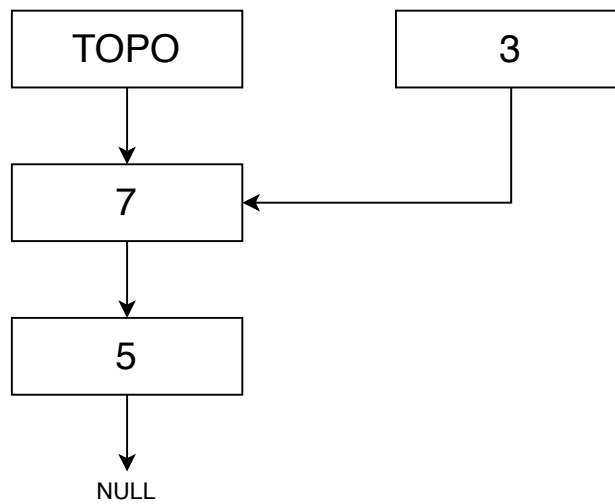
tamanho = 2

Criar noh

Crash non

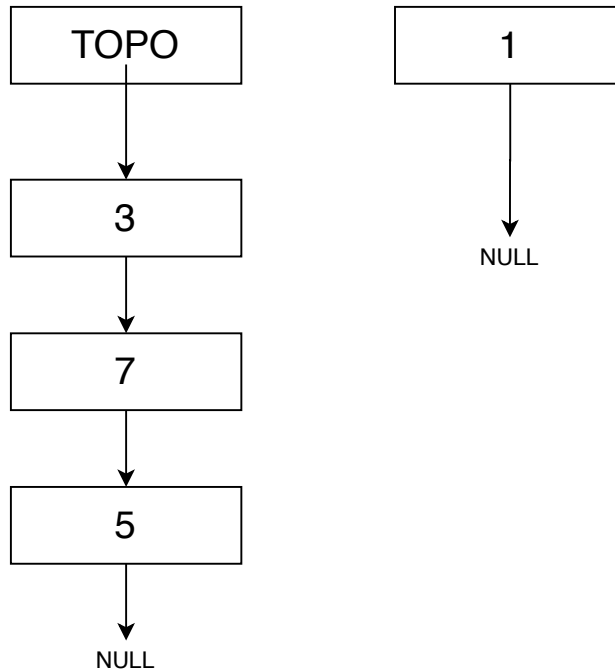


Empilhar

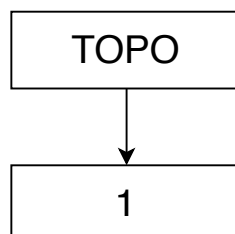
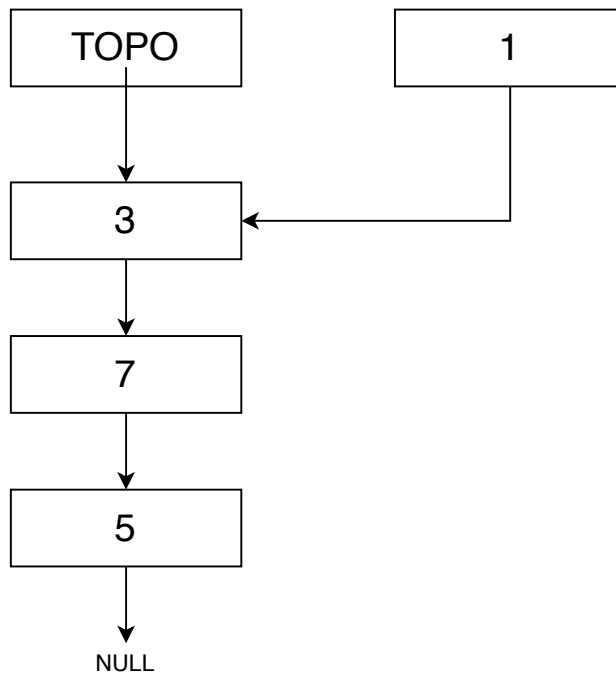


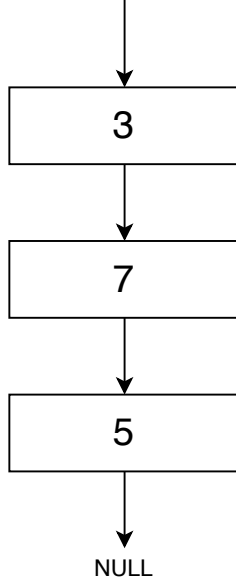
tamanho = 3

Criar noh



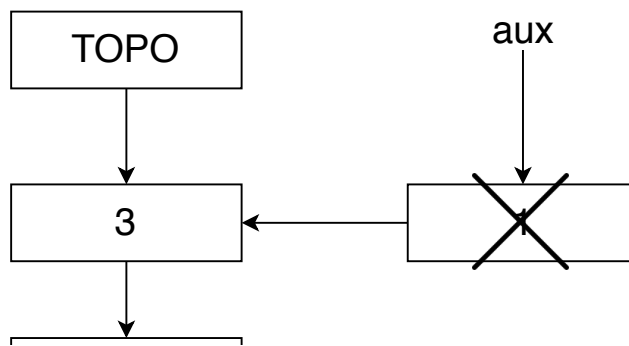
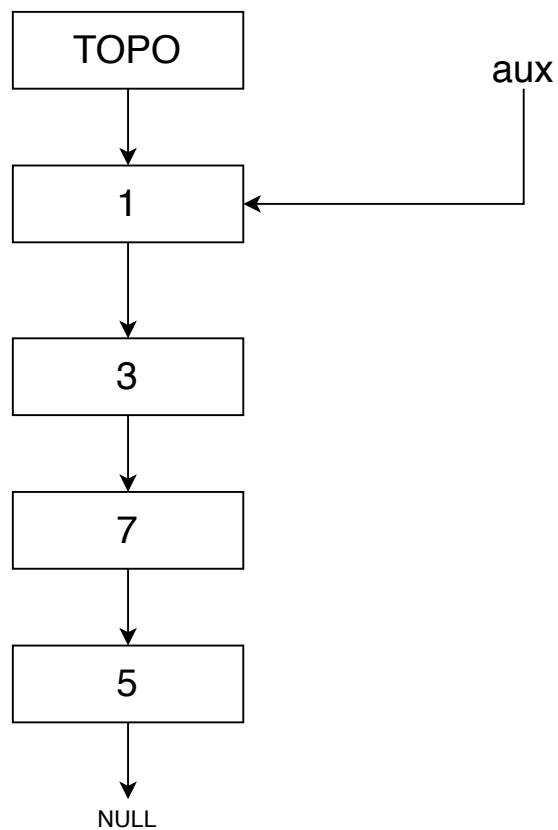
Empilhar

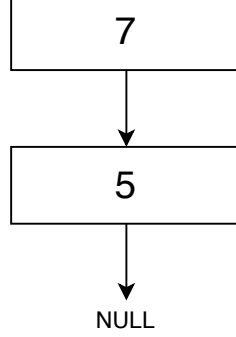




tamanho = 4

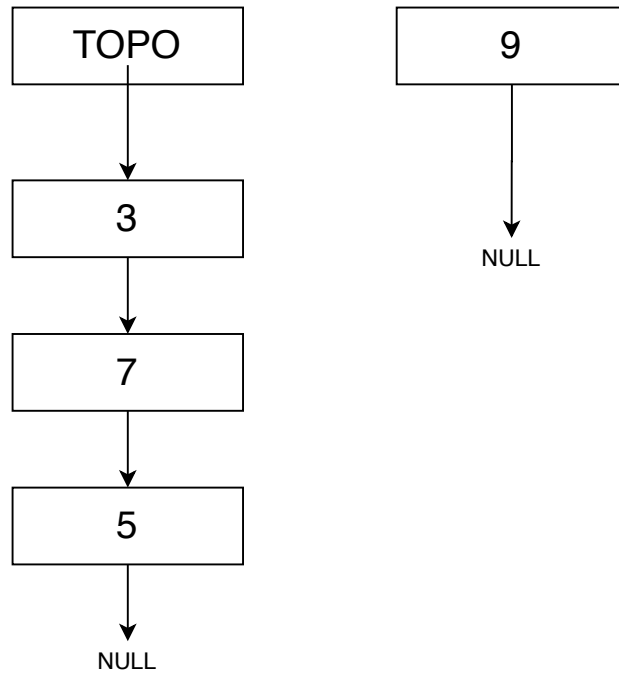
Desempilhar



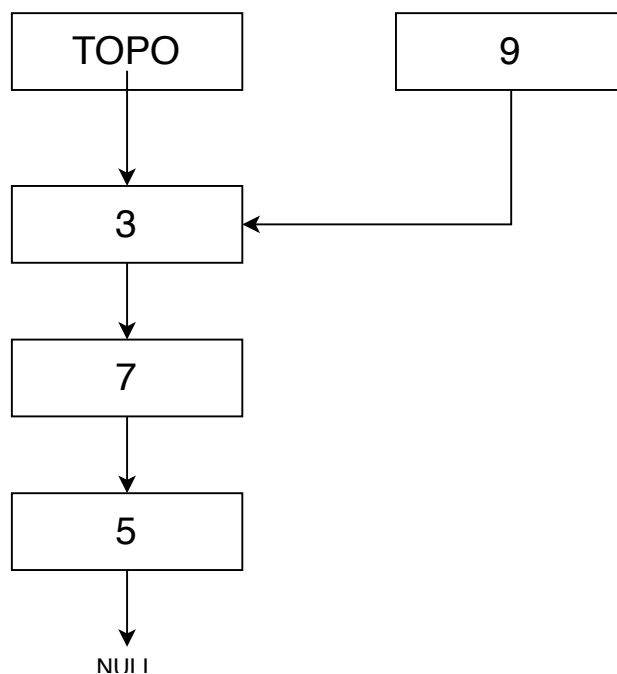


tamanho = 3

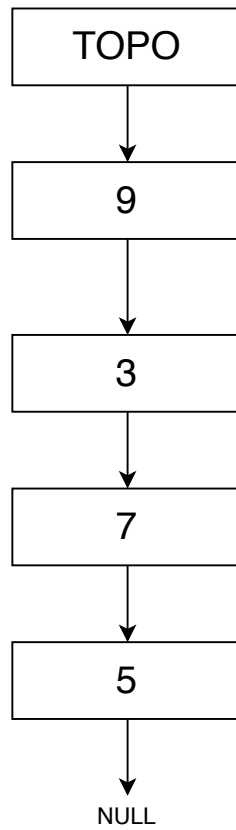
Criar noh



Empilhar

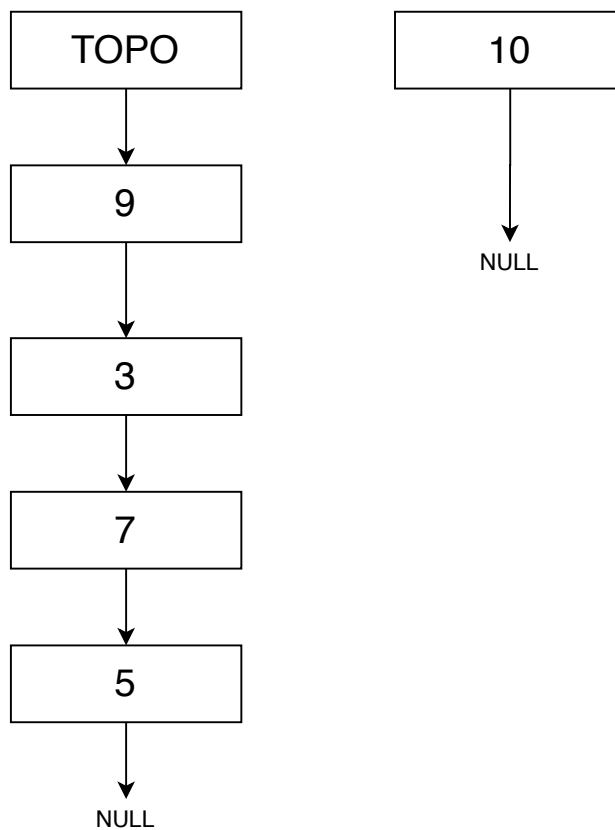


NOVA

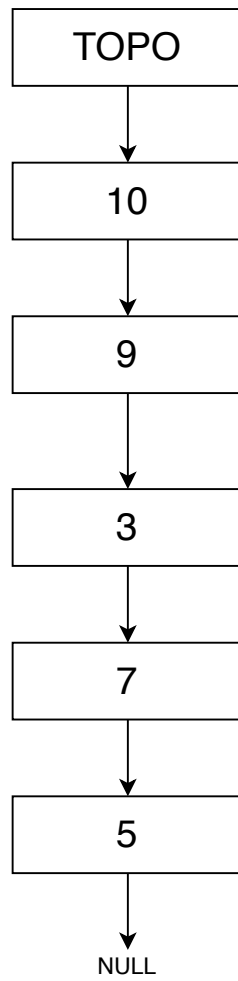
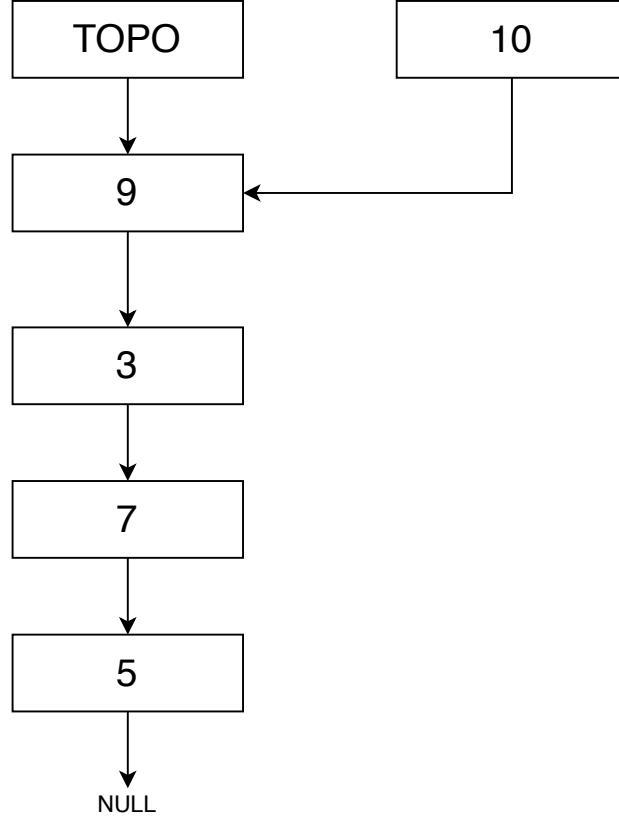


tamanho = 4

Criar noh



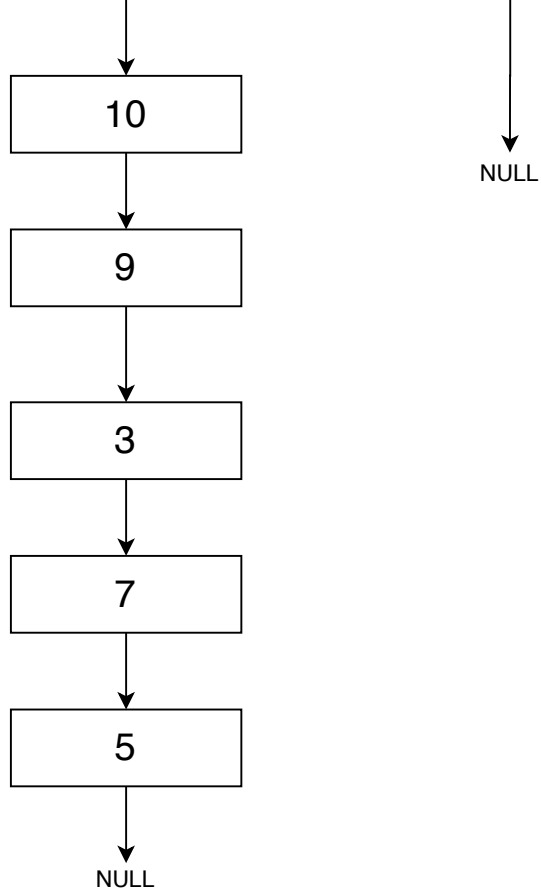
Empilhar



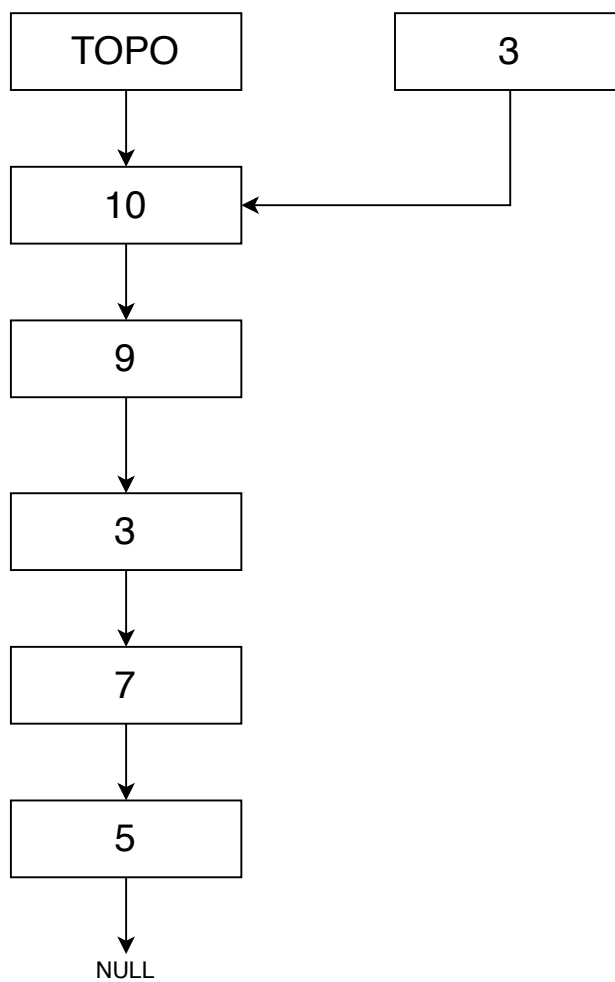
tamanho = 5

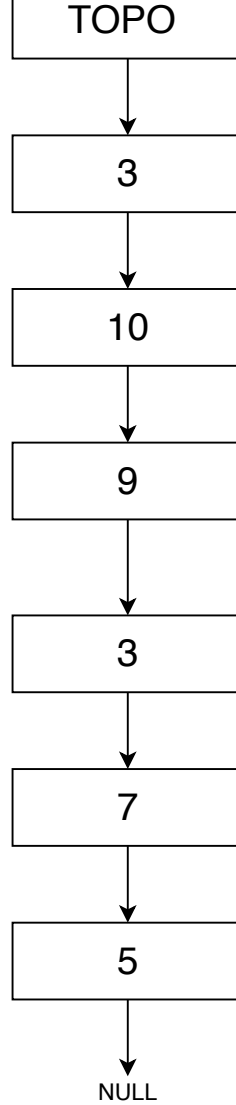
Criar noh



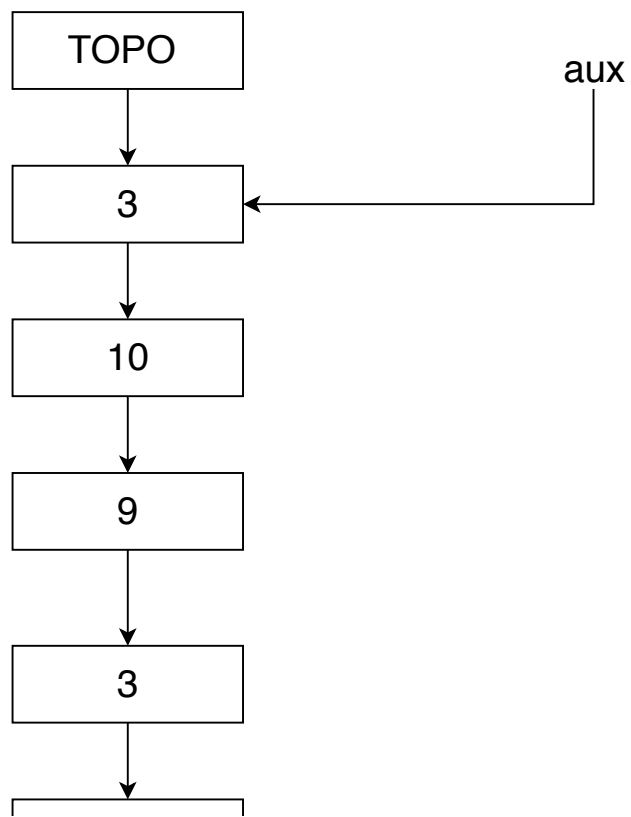


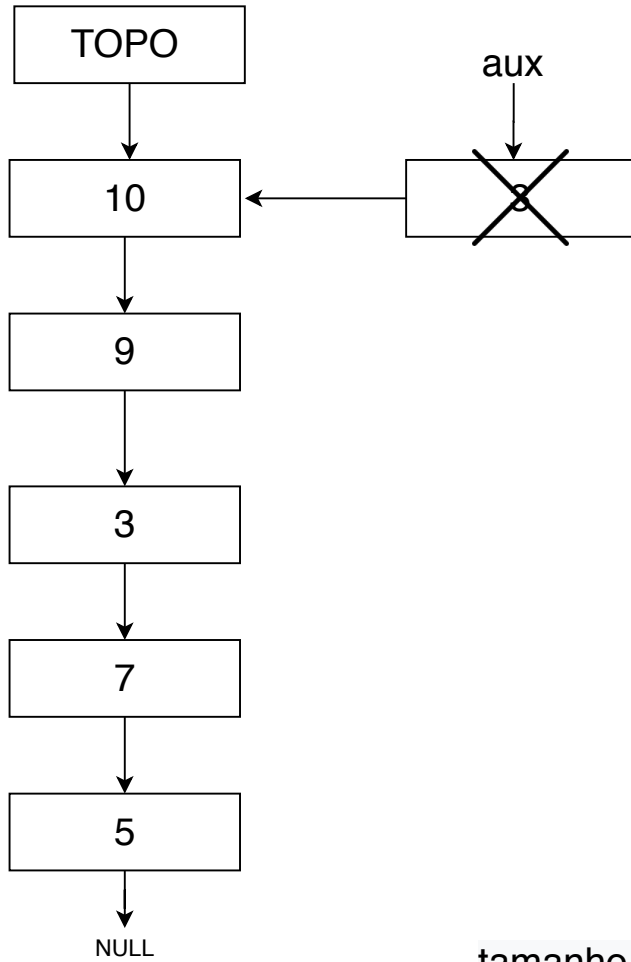
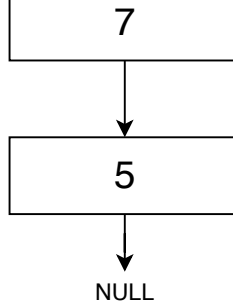
Empilhar





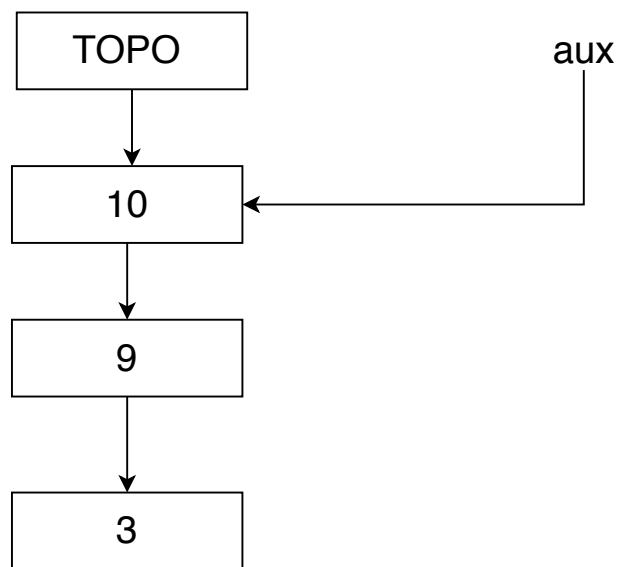
Desempilhar

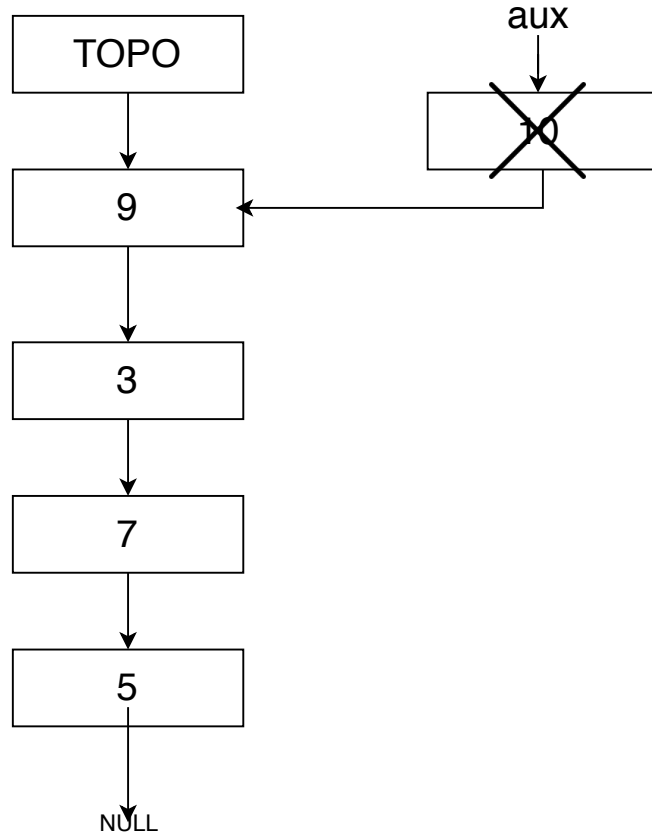
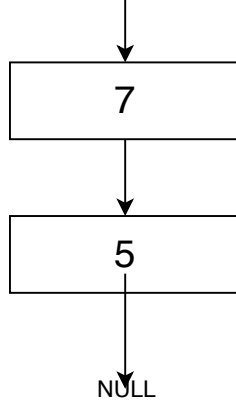




tamanho = 5

Desempilhar





tamanho = 4