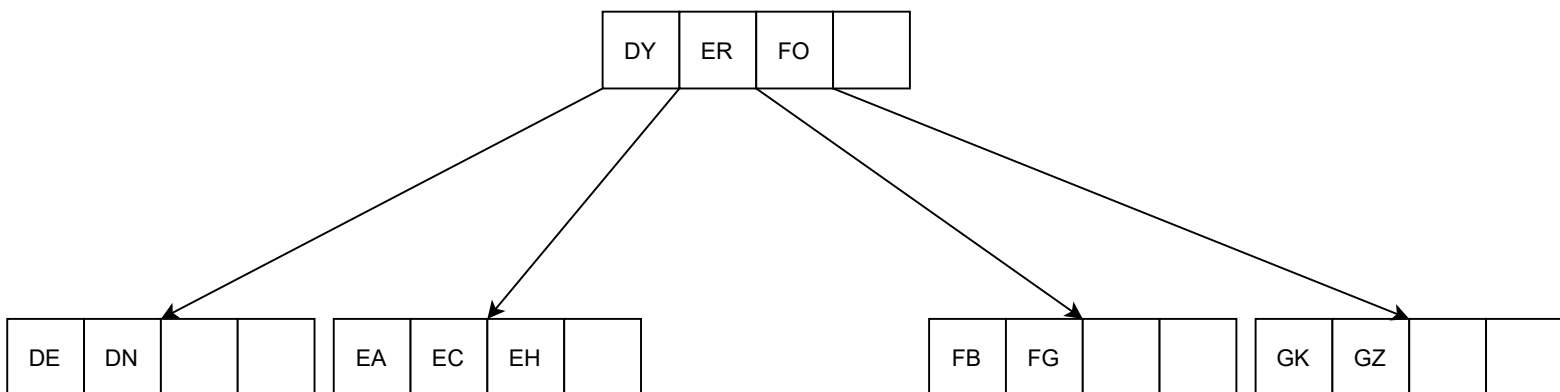
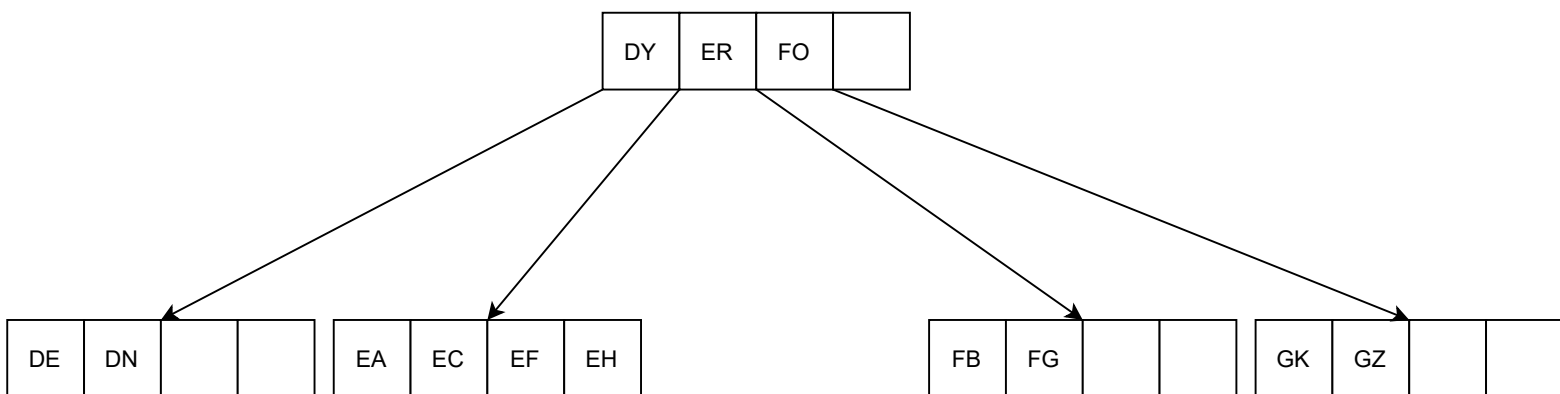


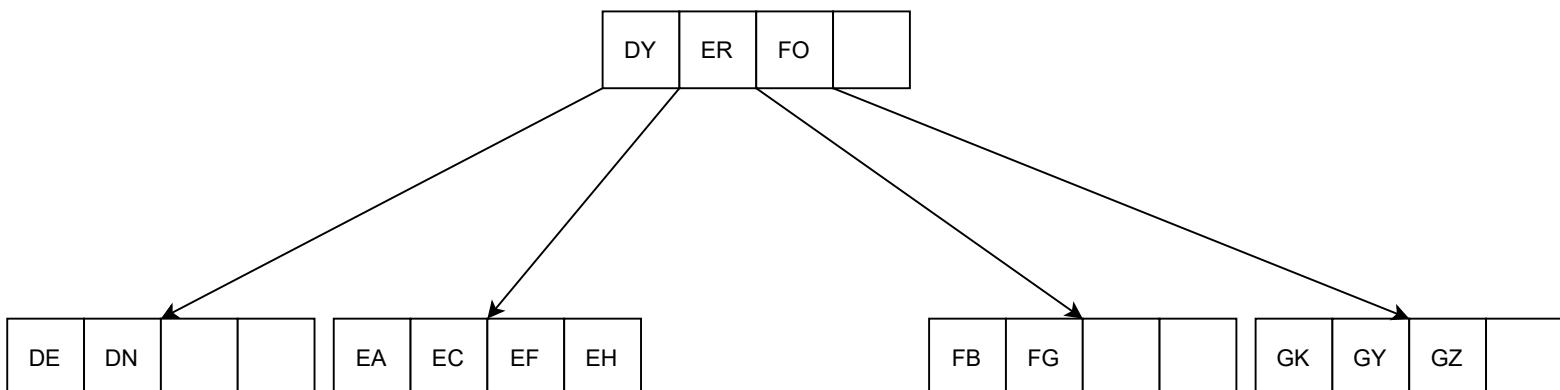
## Árvore B



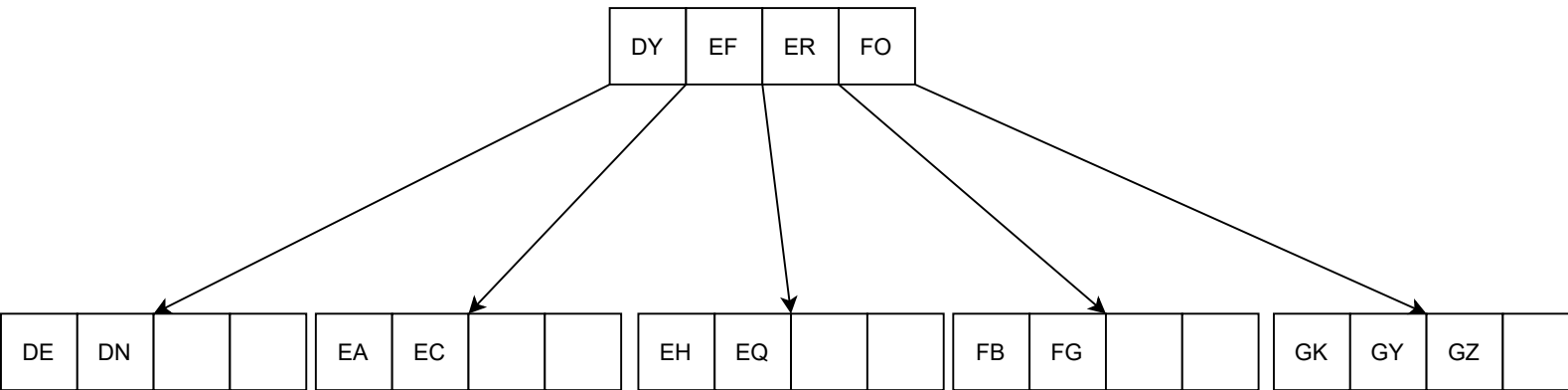
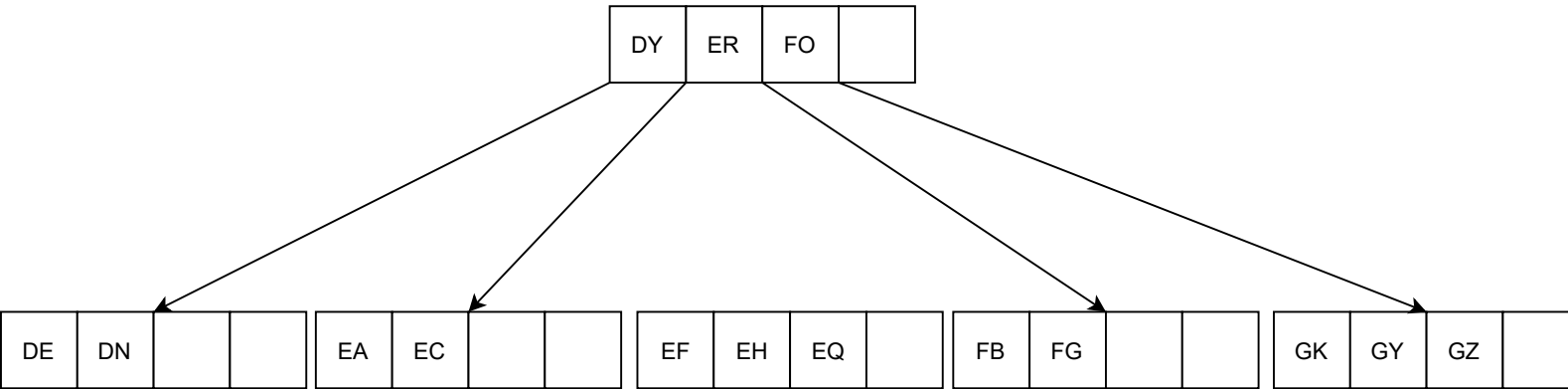
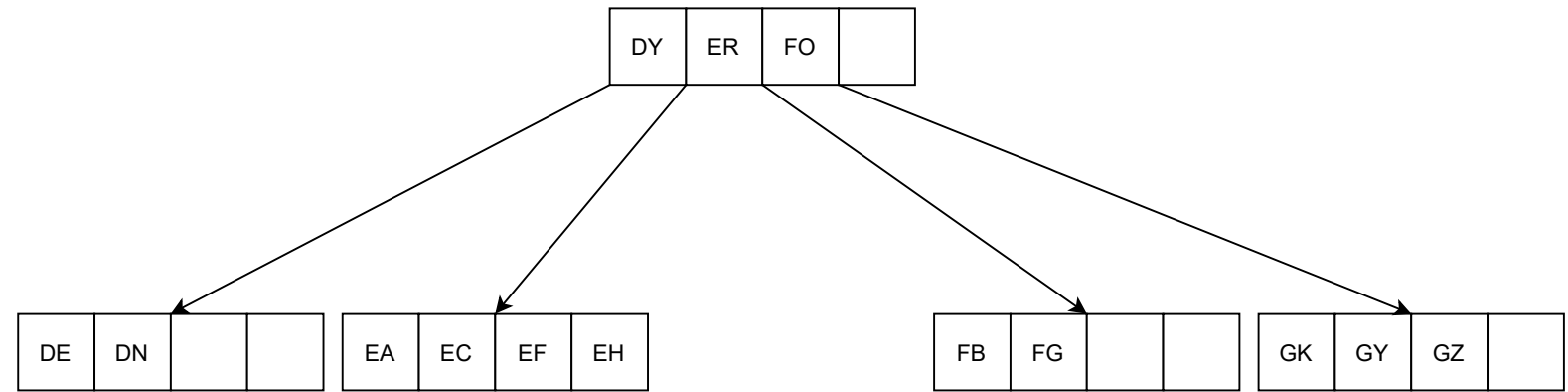
## Inserir EF



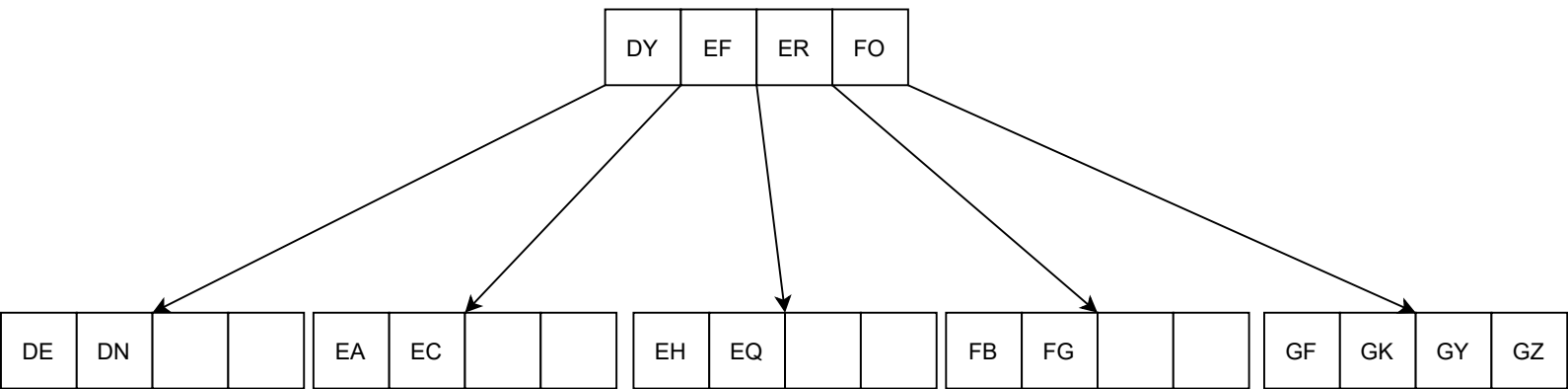
## Inserir GY



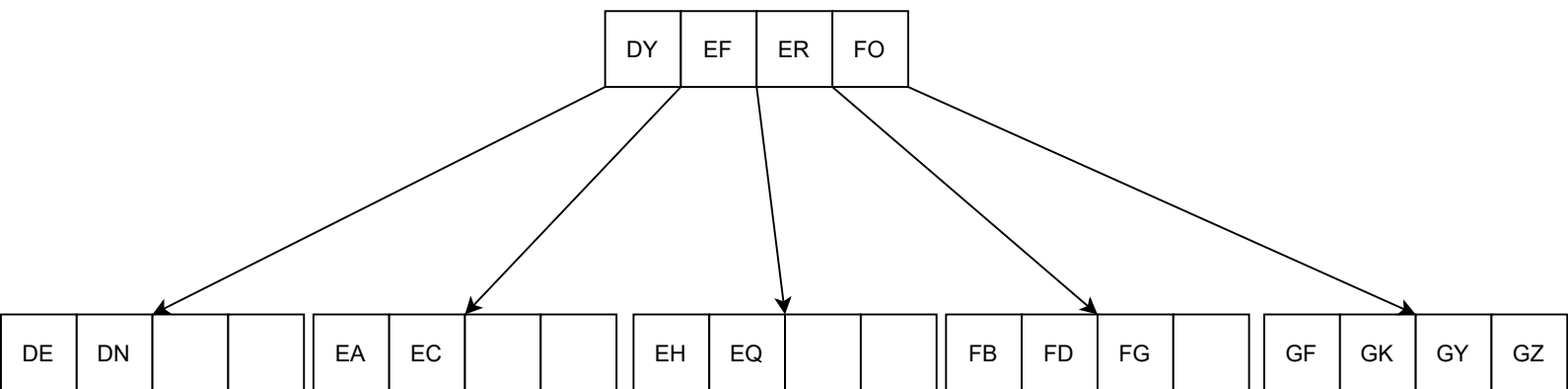
# Inserir EQ



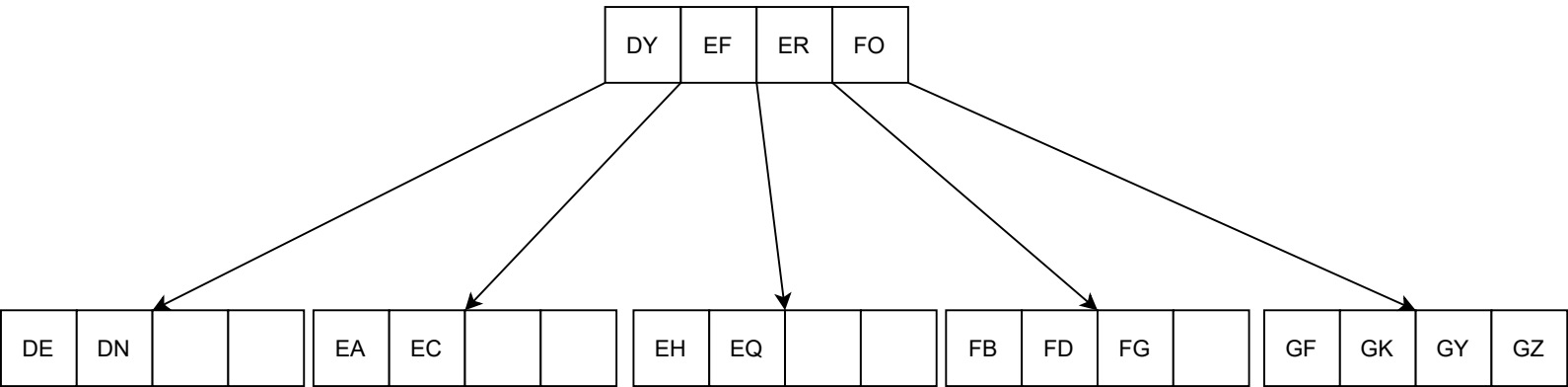
## Inserir GF

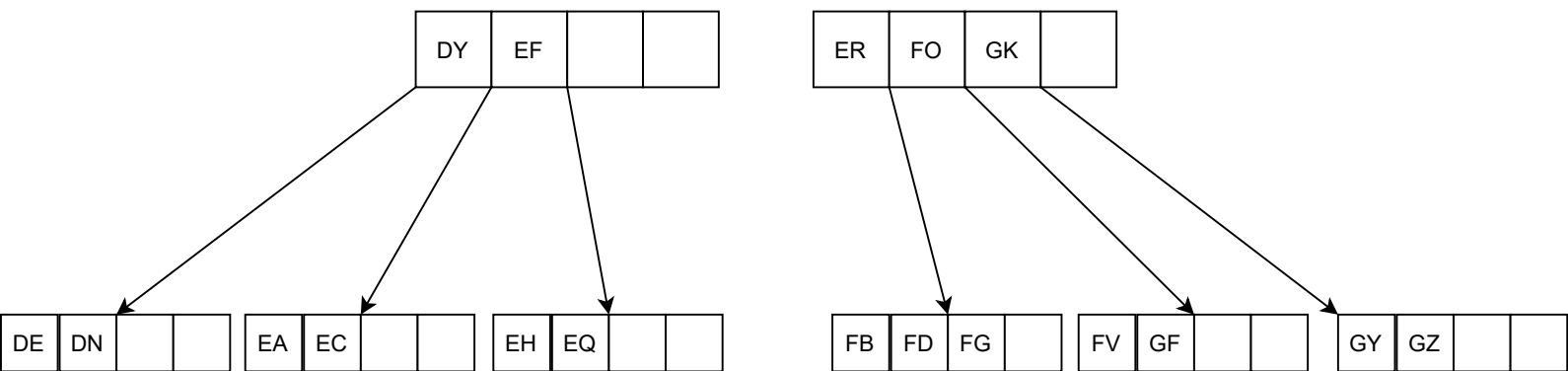
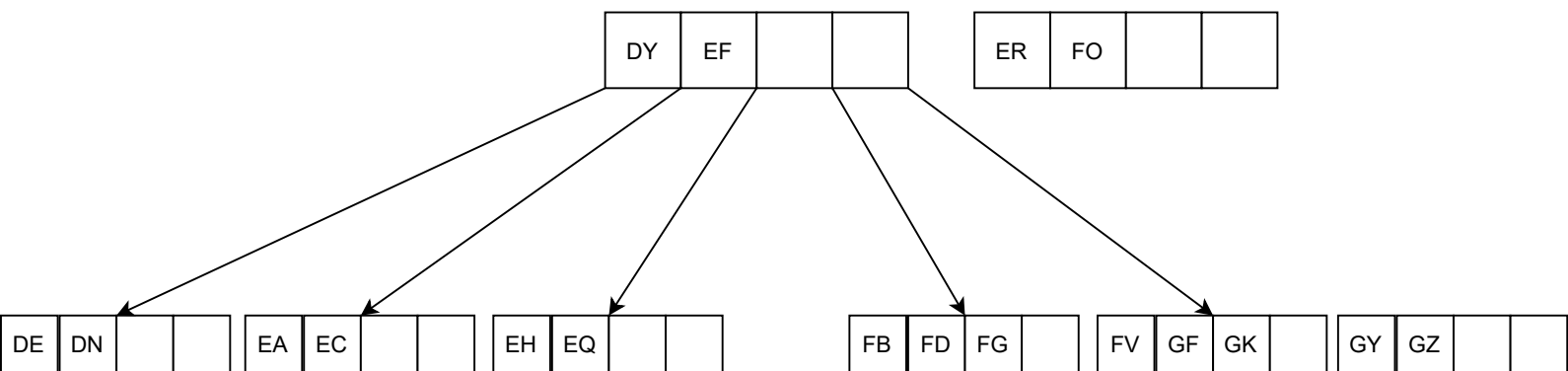
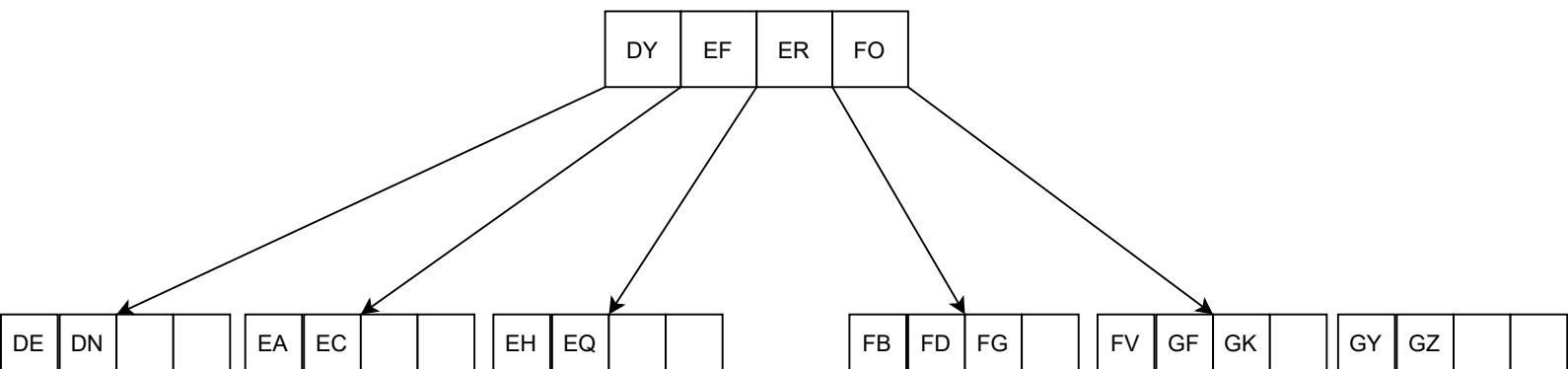
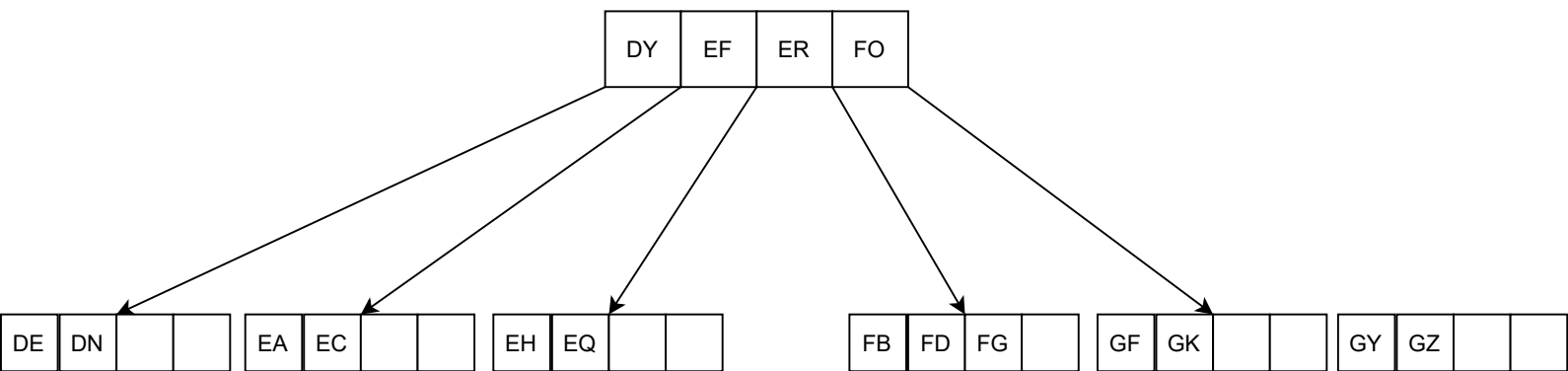


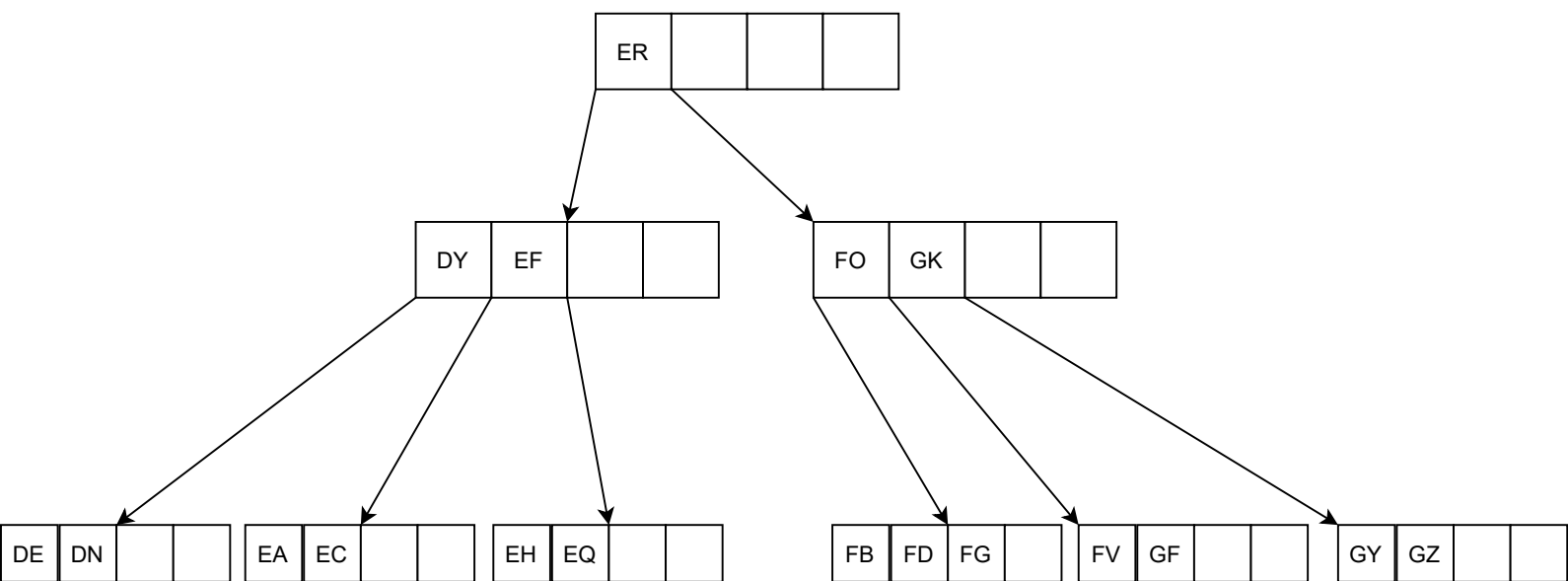
## Inserir FD



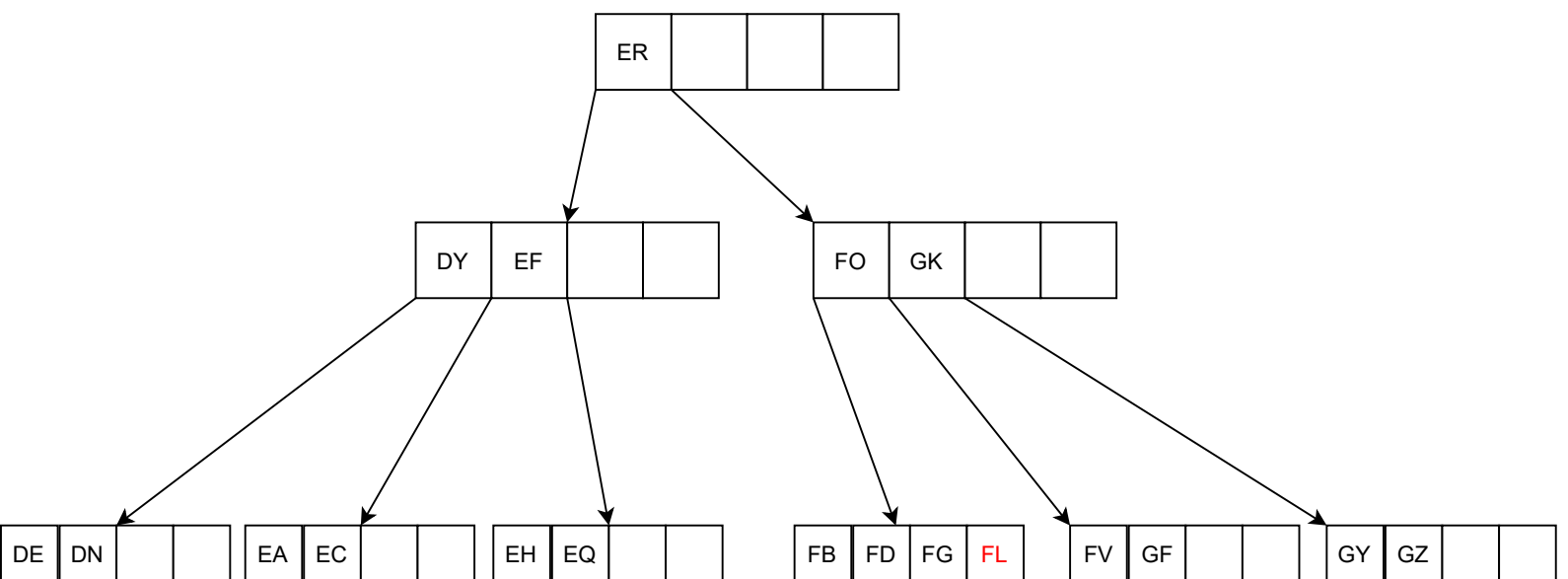
## Inserir FV



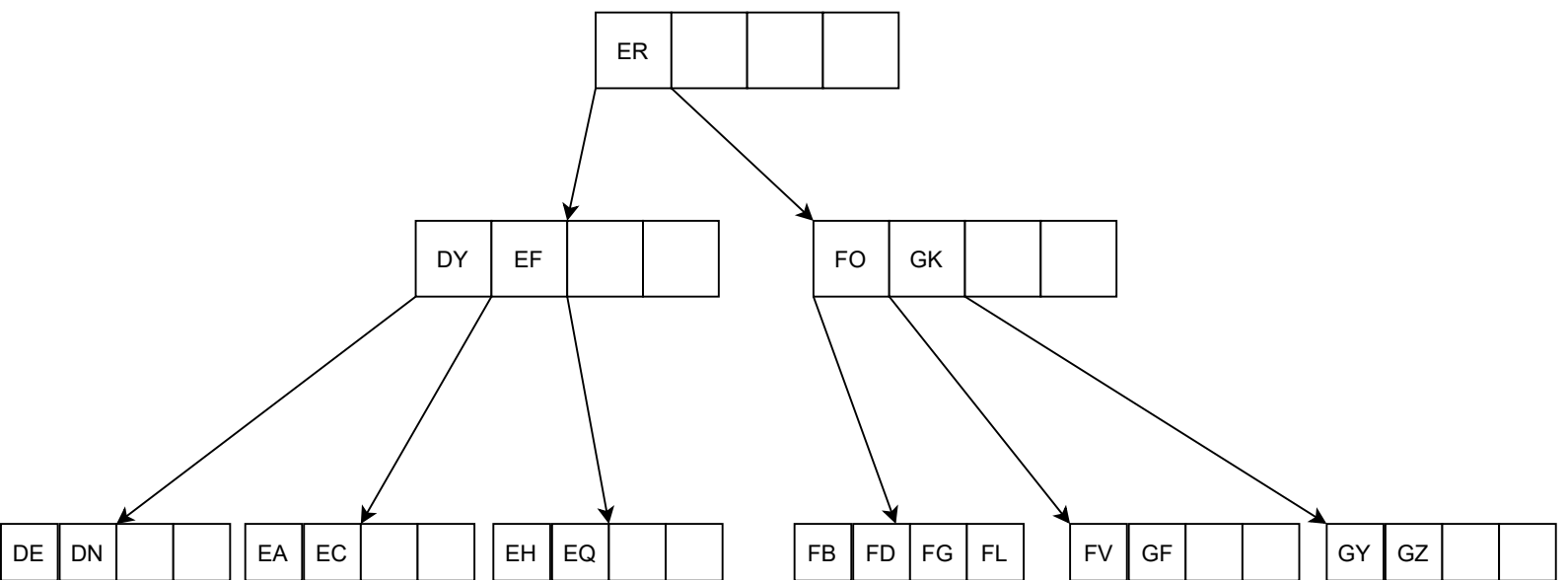


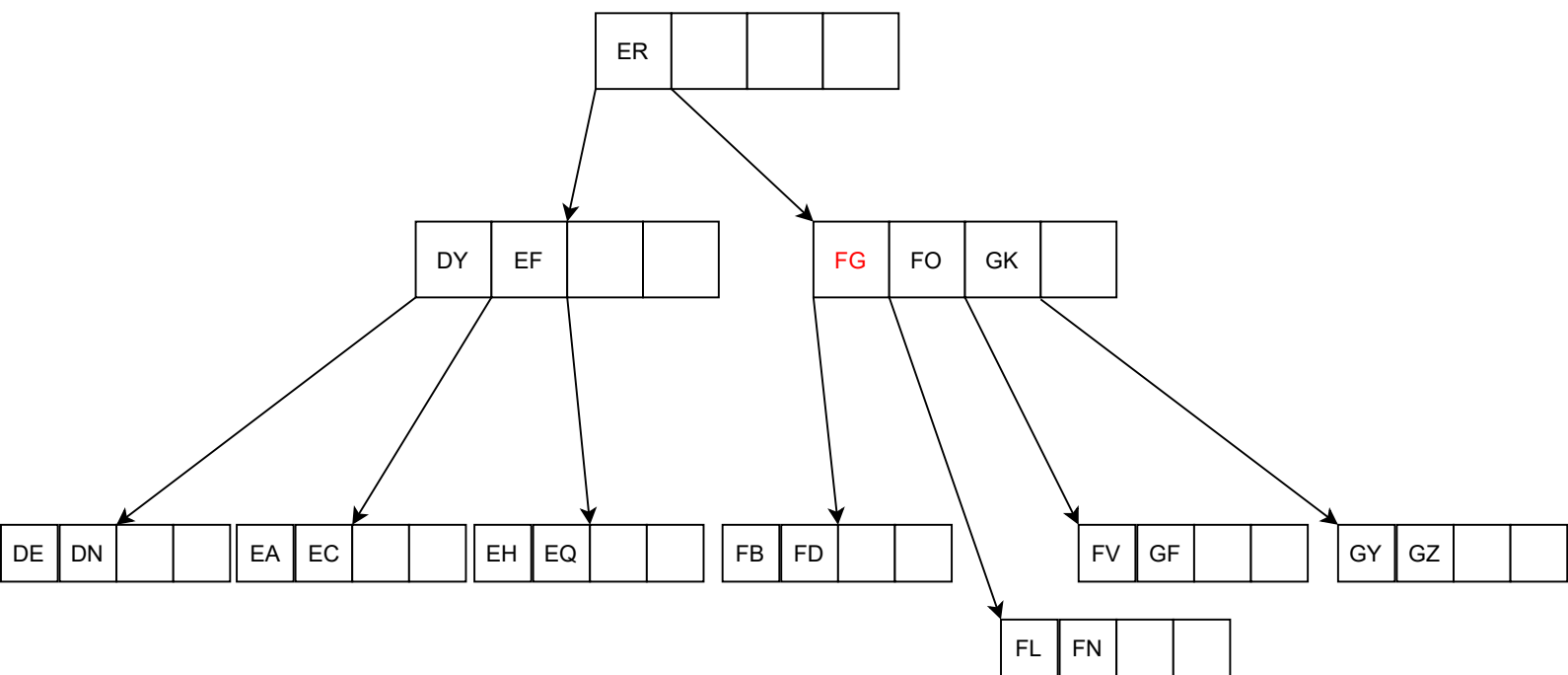
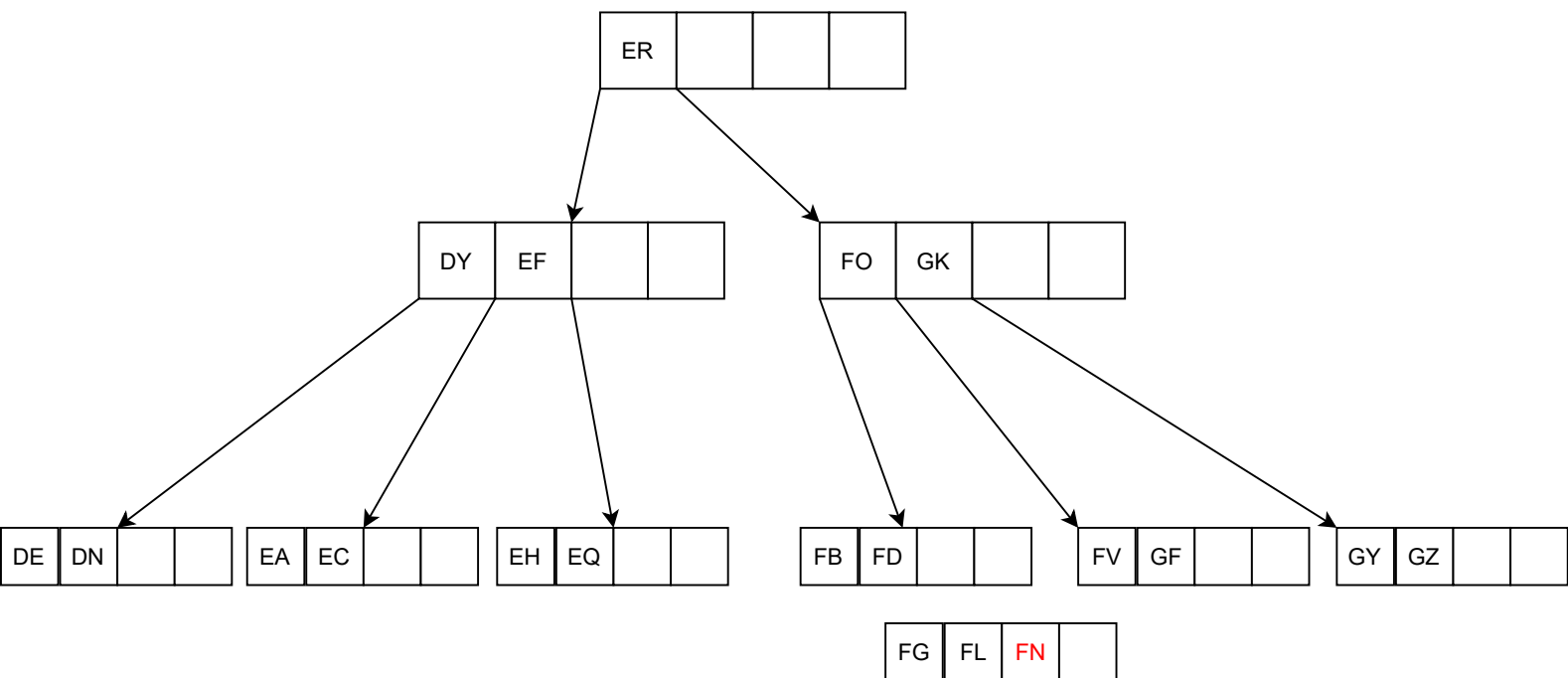


Inserir FL

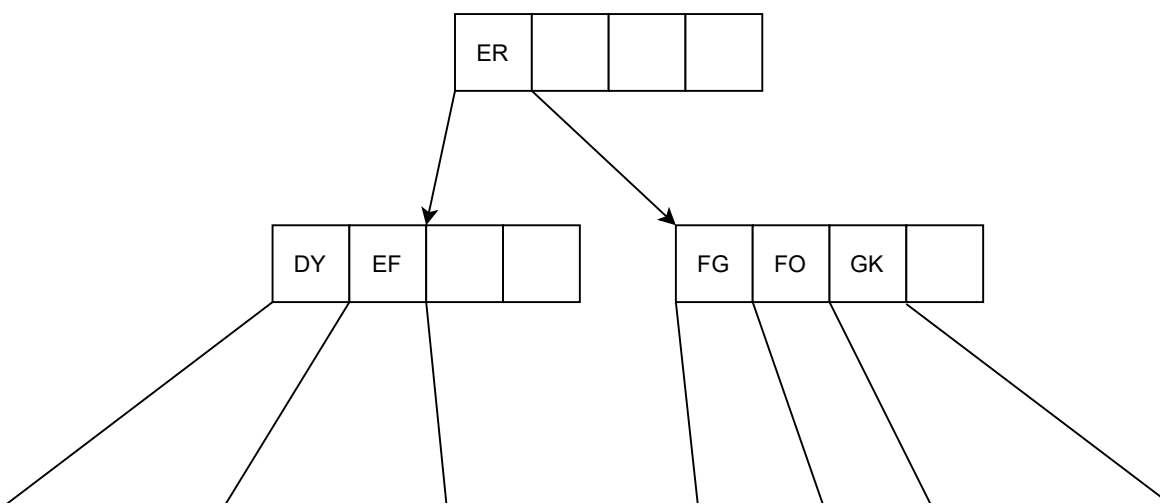


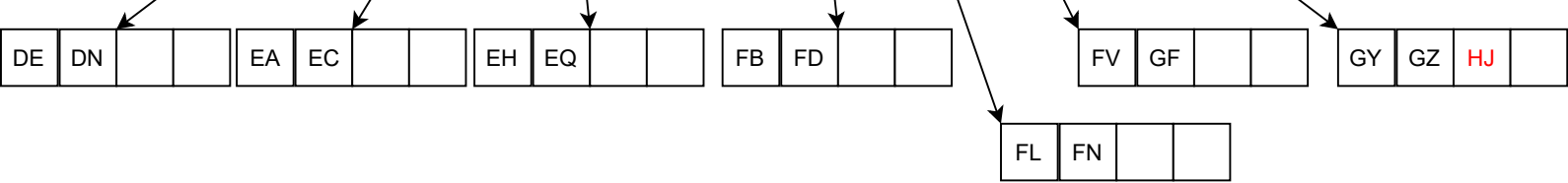
Inserir FN



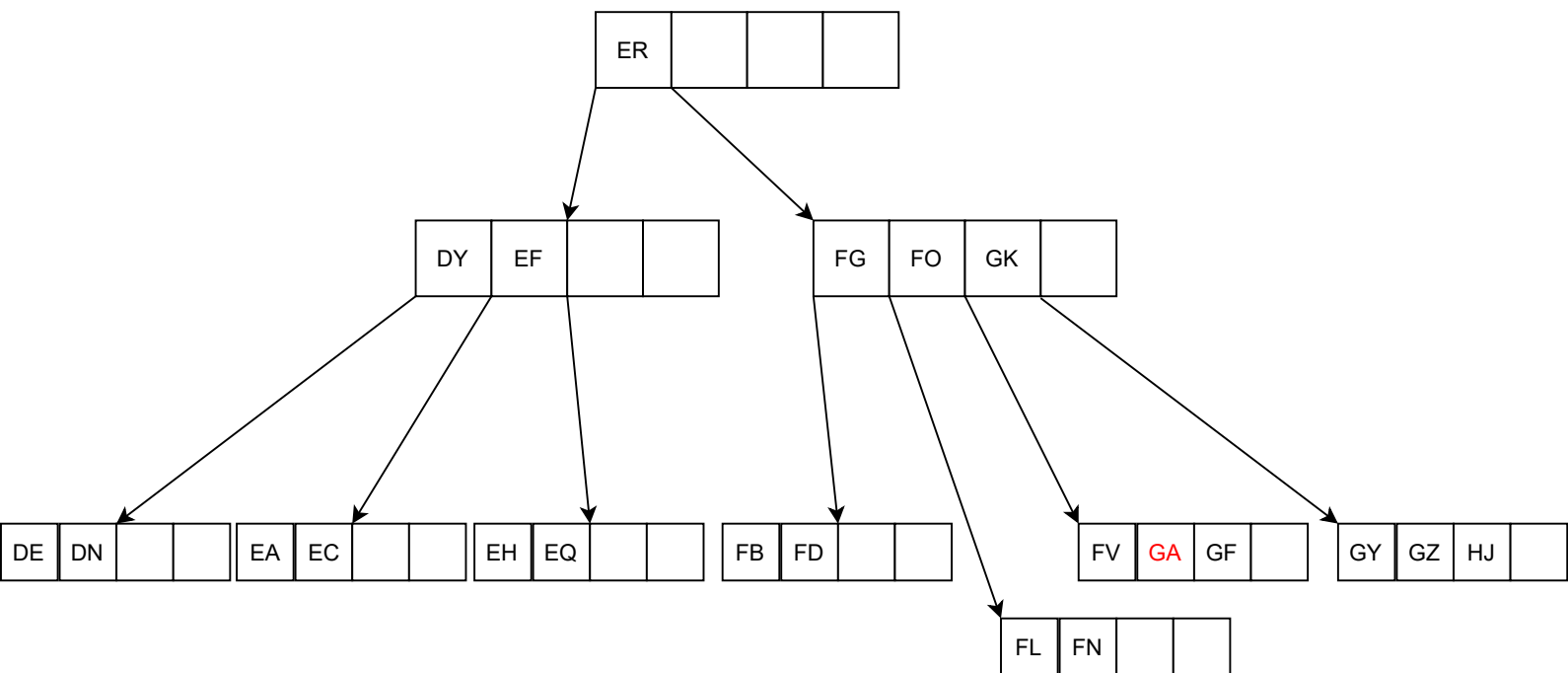


Inserir HJ

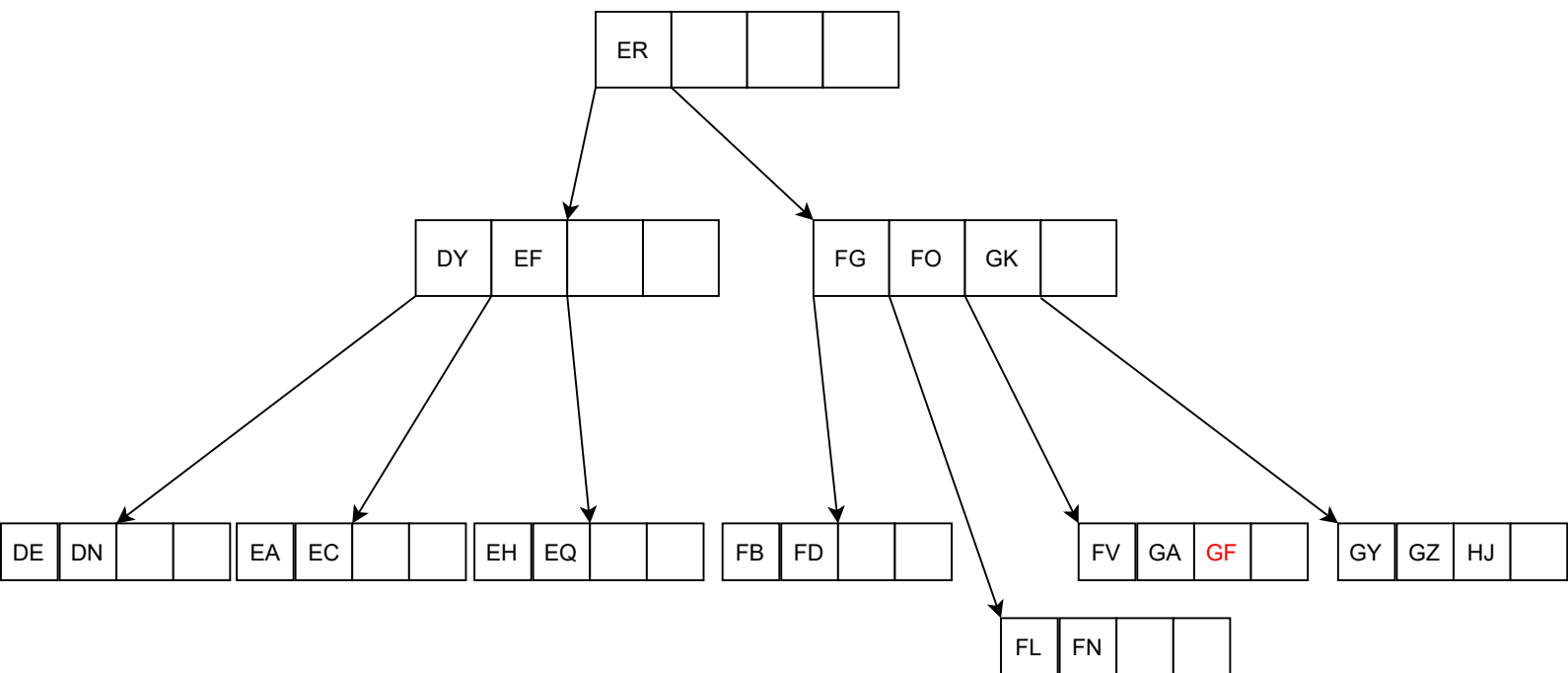


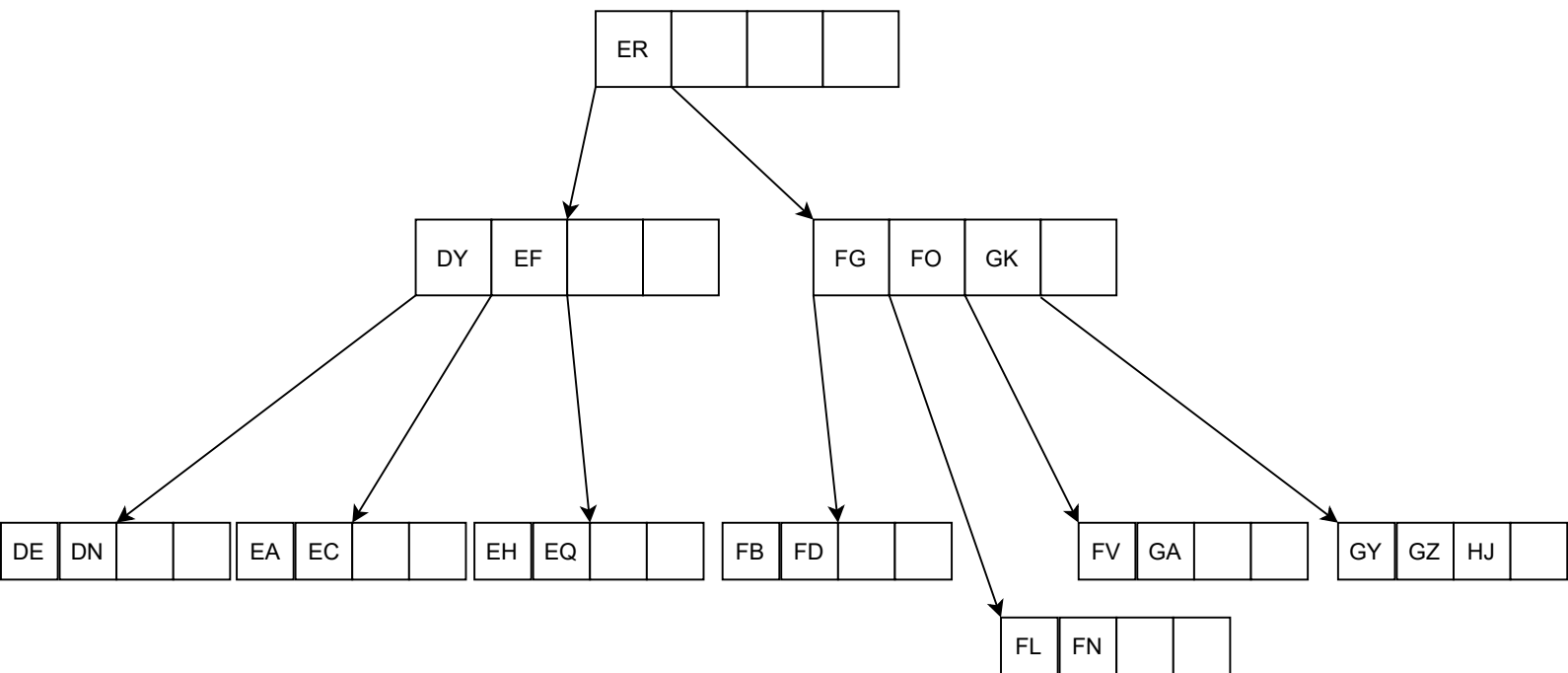


## Inserir GA

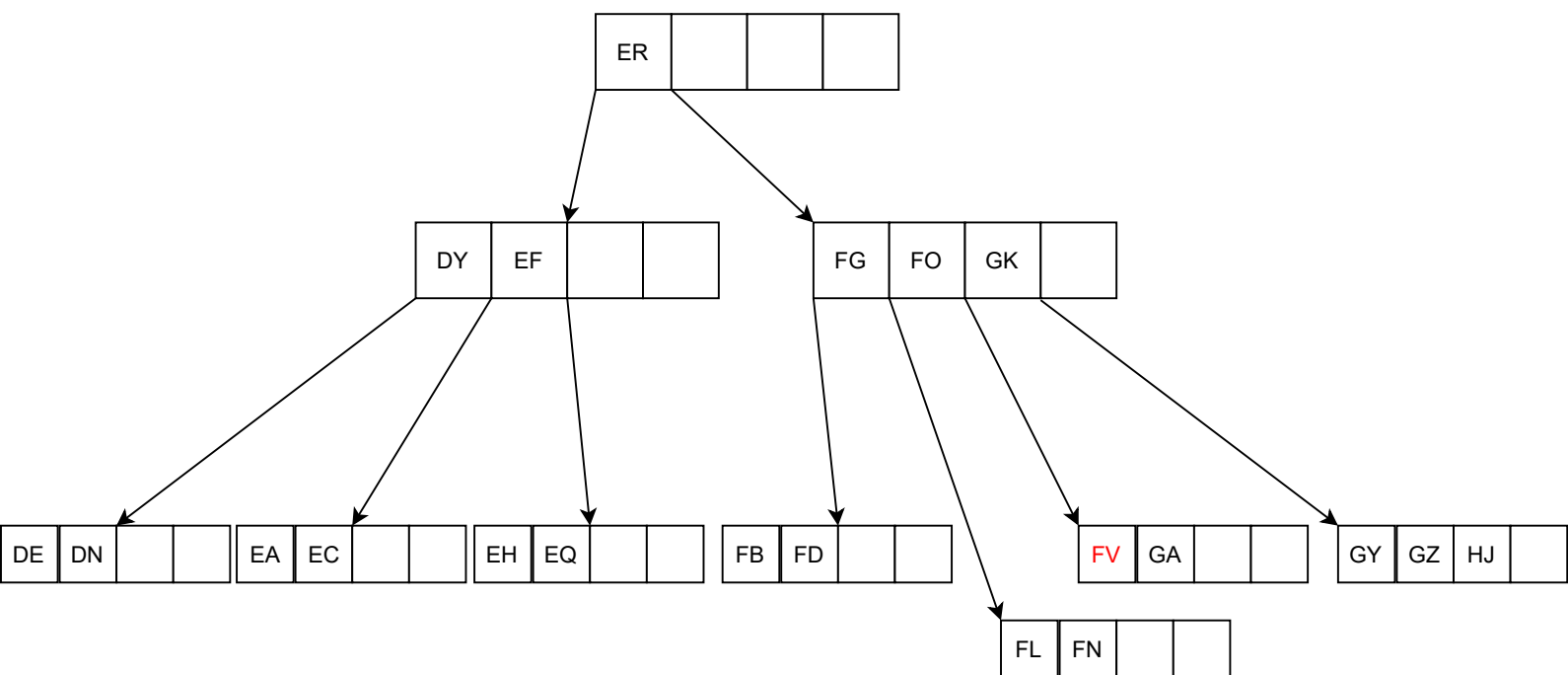


## Remover GF

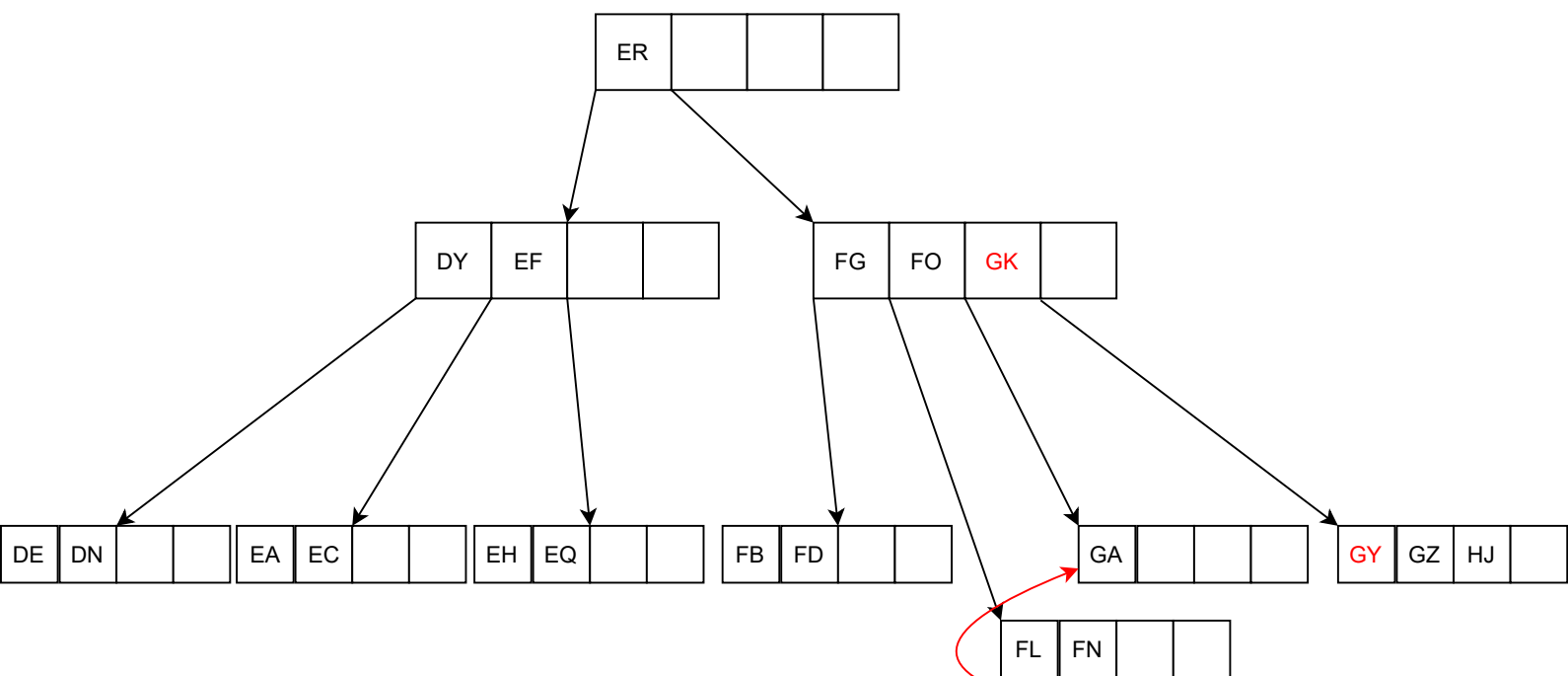




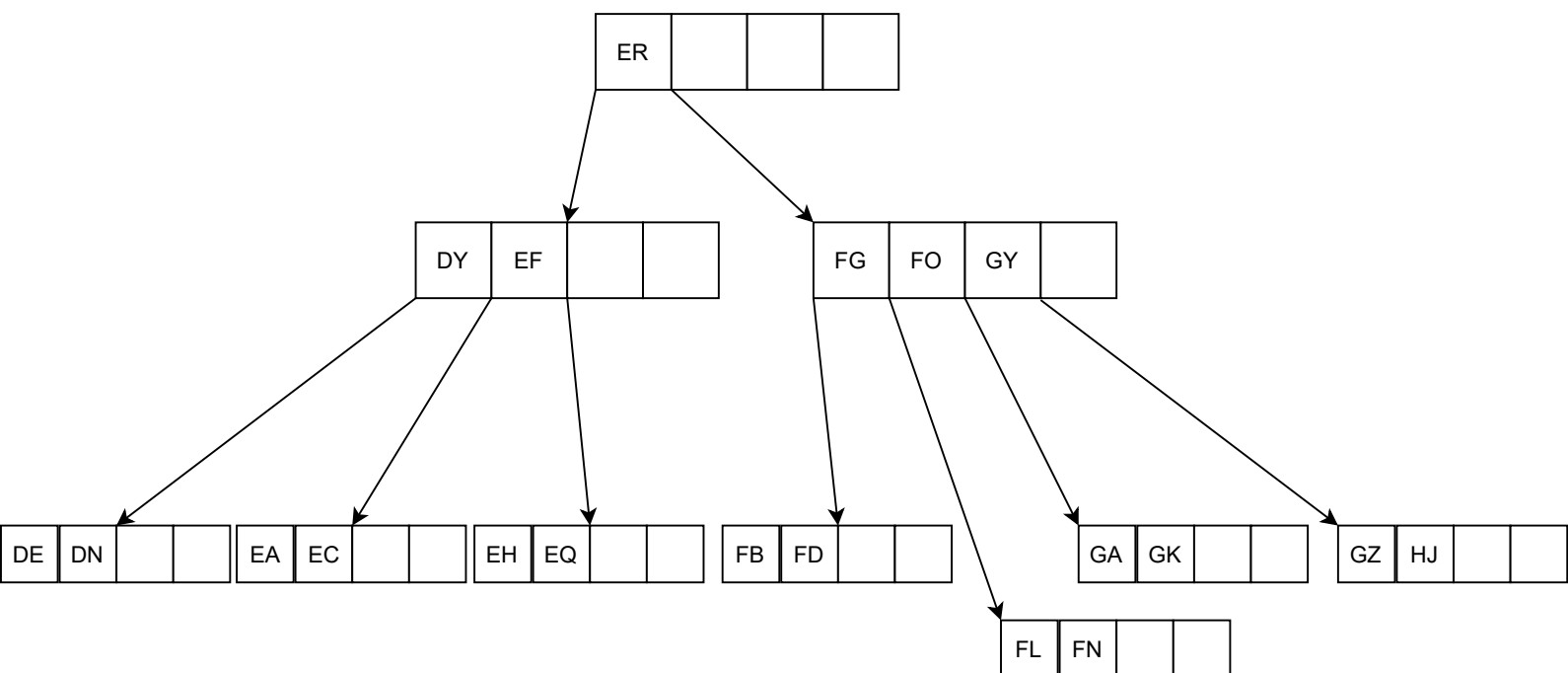
## Remover FV



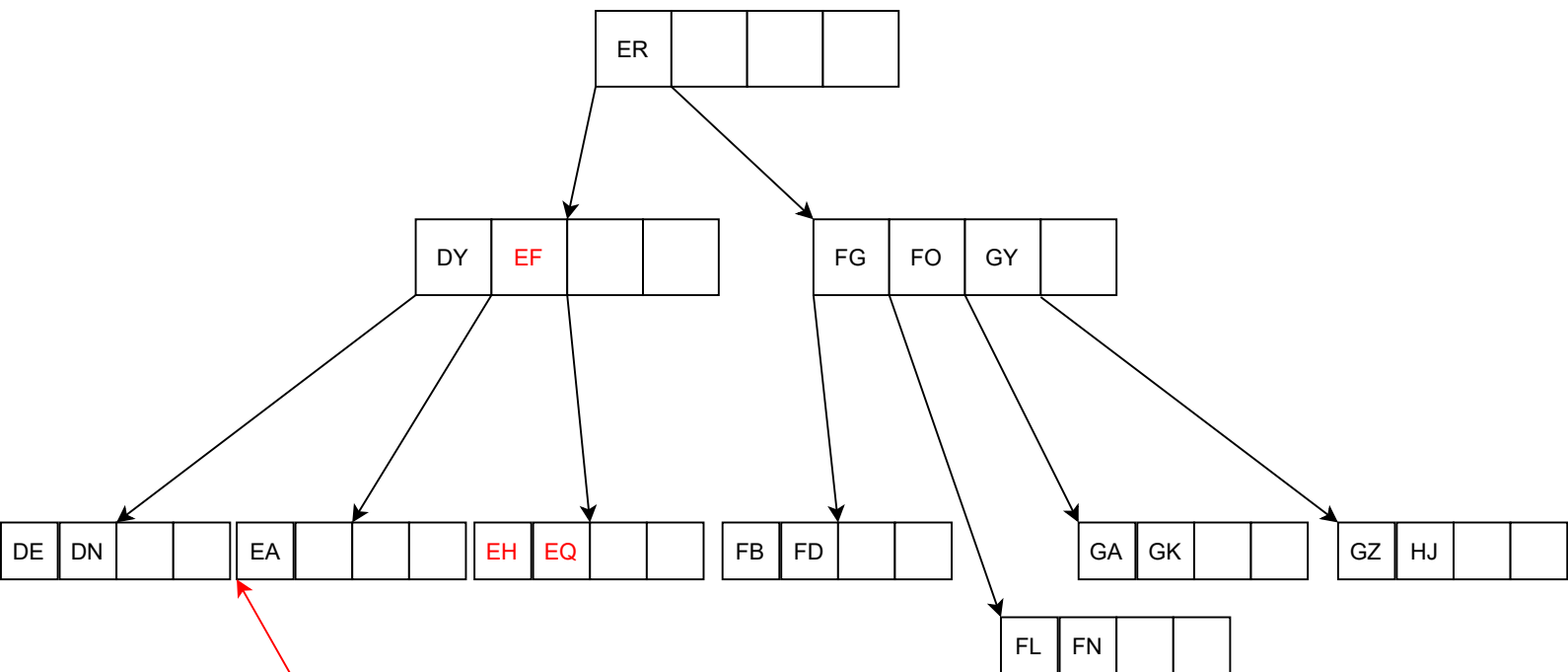
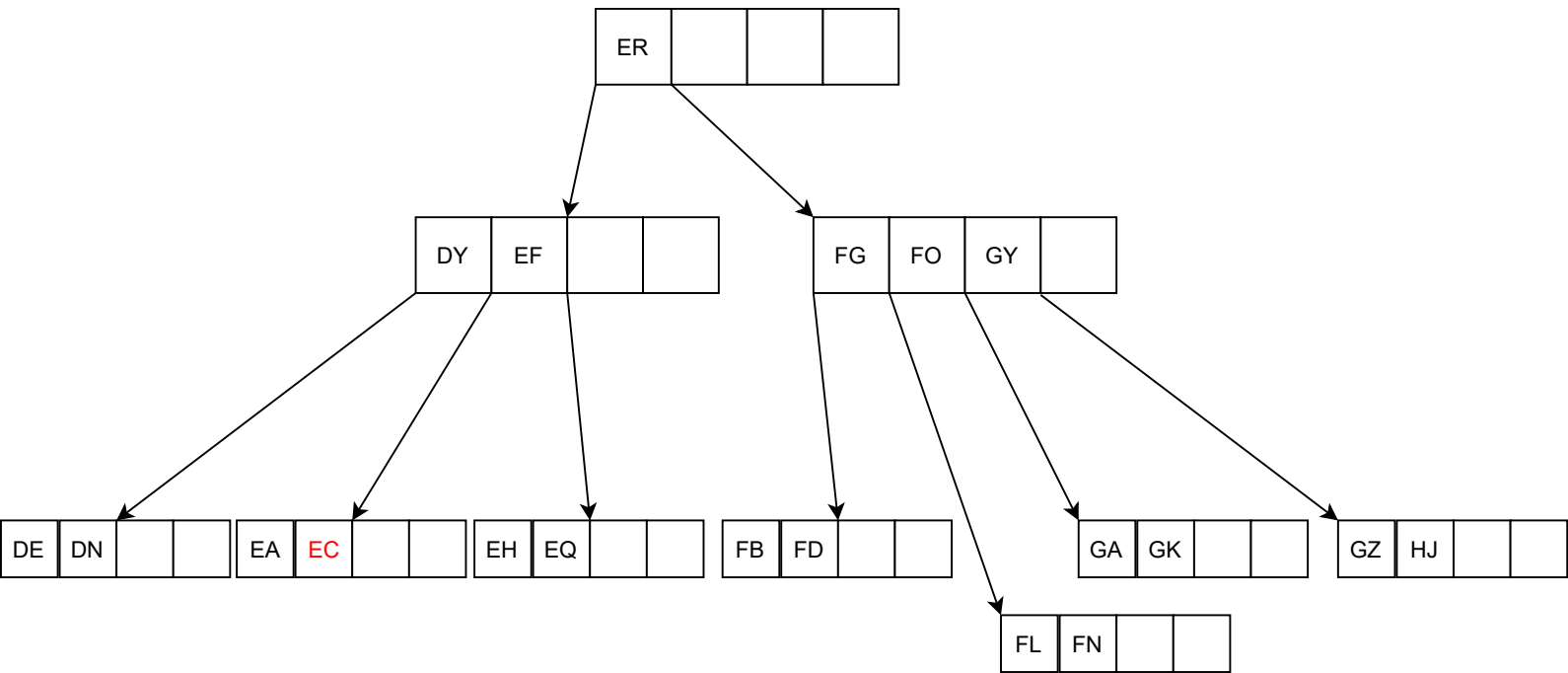




\*Ao remover o FV, o bloco ficou com menos de 50% de ocupação, tornando necessário o "empréstimo" do elemento GY



# Remover EC



\*Como o bloco ficou com menos de 50% de ocupação e nenhum dos irmãos podem emprestar elementos, é necessário fazer a junção com algum dos irmãos. No caso abaixo, foi escolhido o irmão da direita

