

①

a) 10 - 6 - 5 - 3 - 4 - 9 - 20 - 50 - 45

b) 3 - 4 - 5 - 6 - 9 - 10 - 20 - 45 - 50

c) 4 - 3 - 5 - 9 - 6 - 45 - 50 - 20 - 10

②

```
Void AVL-tree::print_recurse_inverse (AVL_node *) {
```

```
    if (r != NULL) {
```

```
        print_recurse_inverse (r->right)
```

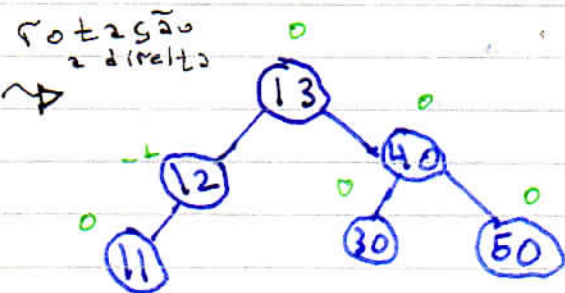
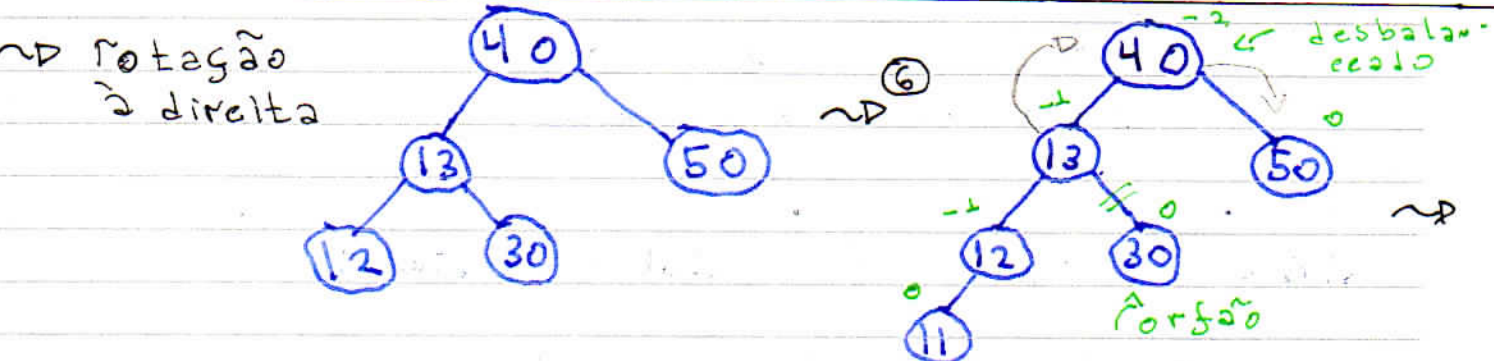
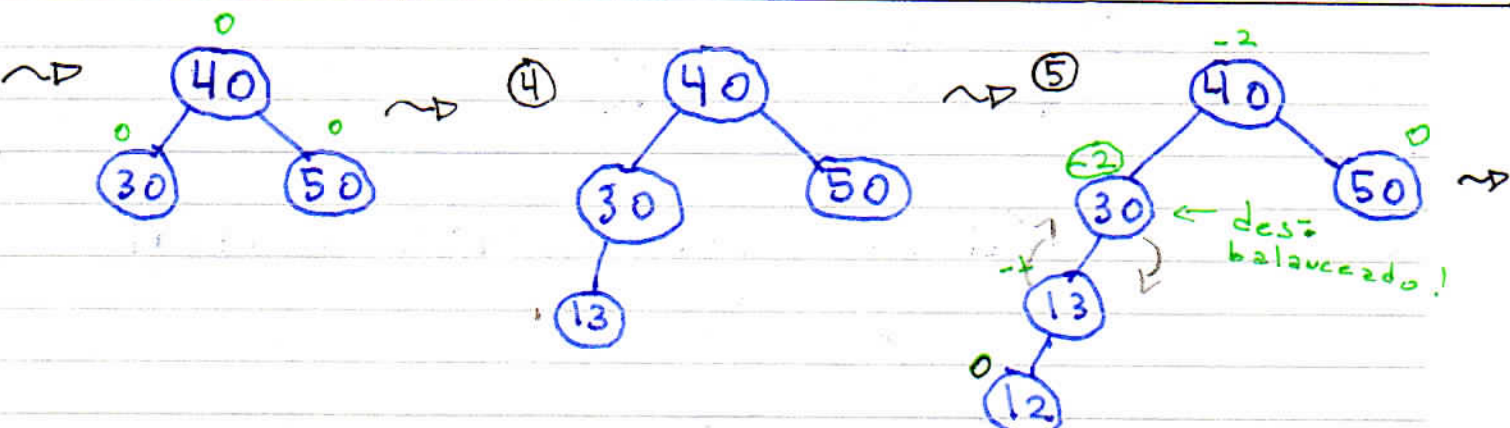
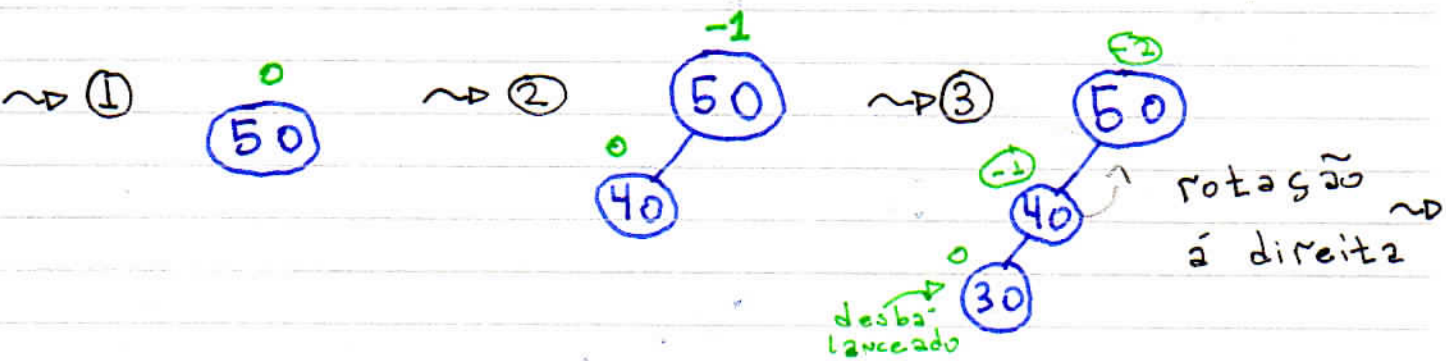
```
        std::cout << r->Key;
```

```
        print_recurse_inverse (r->left)
```

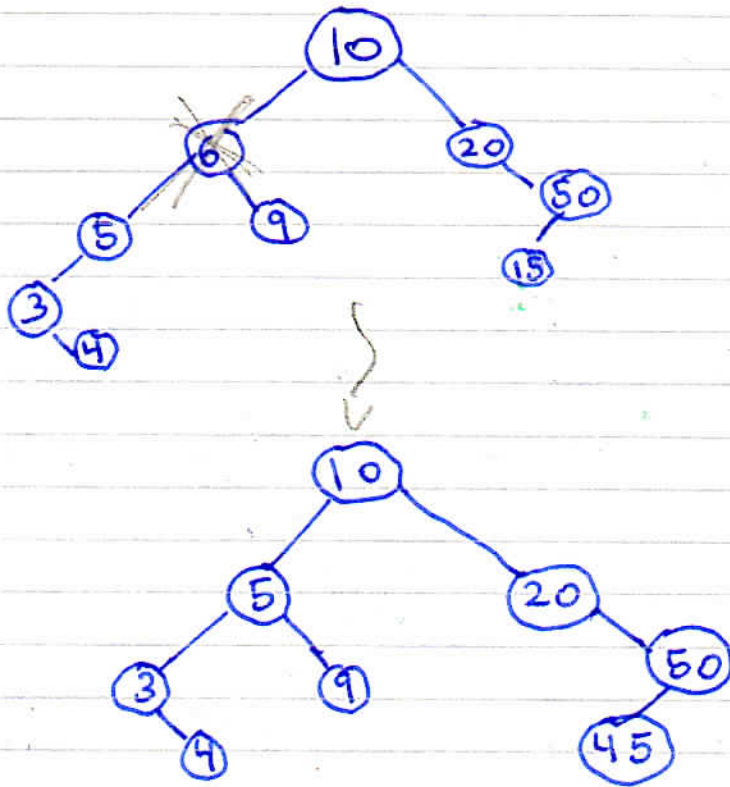
```
    }
```

3

50, 40, 30, 13, 12, 11  
 ① ② ③ ④ ⑤ ⑥

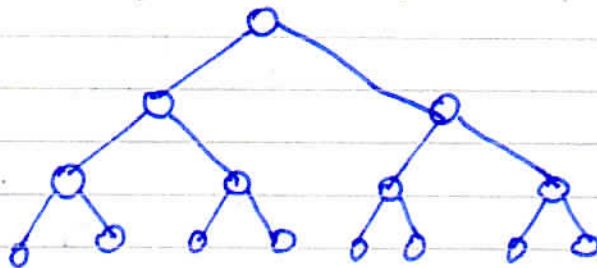


4

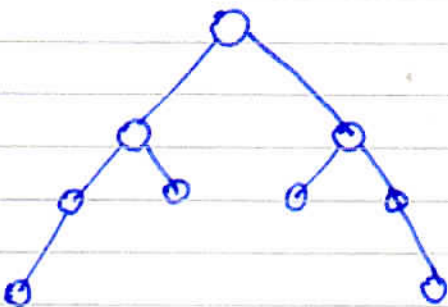


5

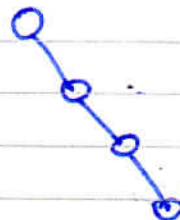
máximo árvore AVL e binária



mínimo AVL



mínimo binária





6

14

~>

14 39

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14

~>

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39

14

~>

14 39

~>

↓ 6

39 41

↓ 6

32

41

14

~>

14

~>

6

39

6

39

↓ 1

8

32

41

↓ 1

8

32 38

41

14

~>

6

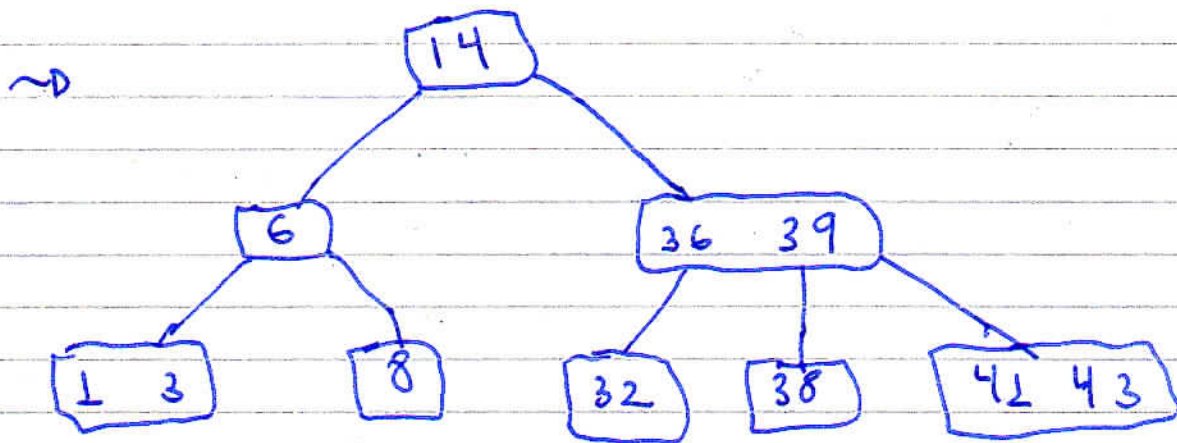
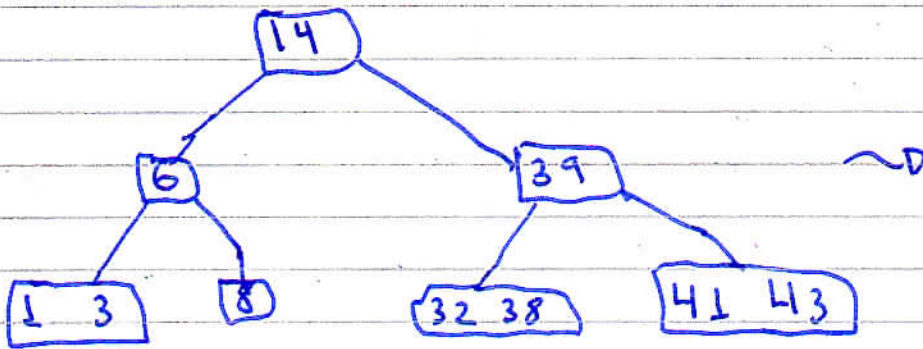
39

↓ 1

8

32 38

41 43



Apos a remoção ↘

