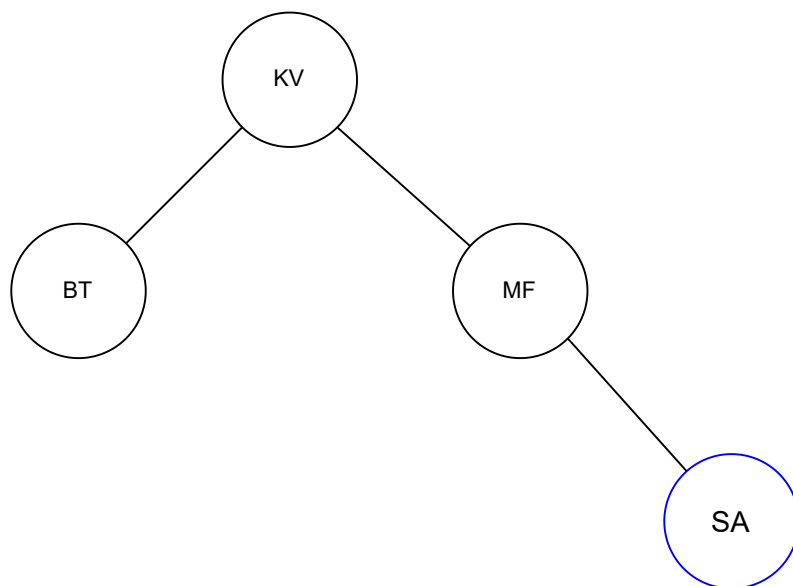
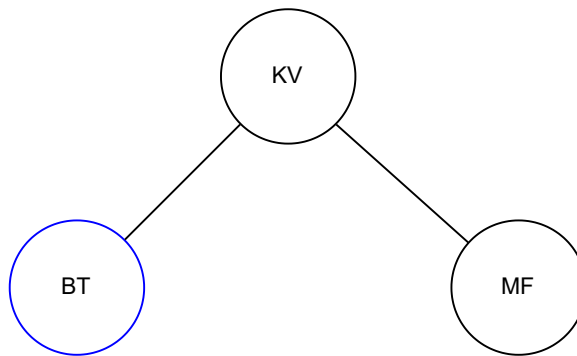
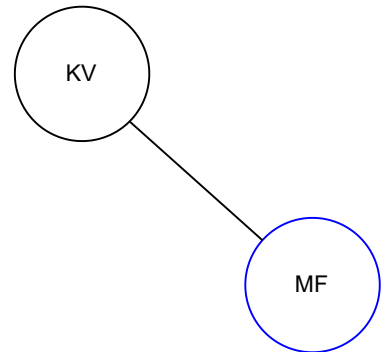
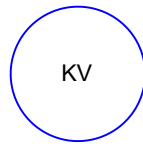
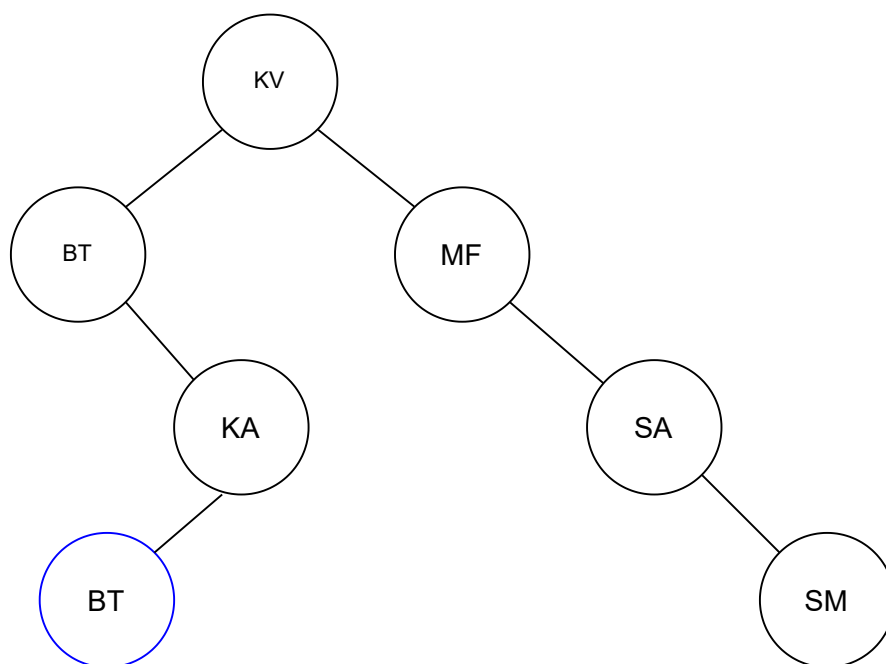
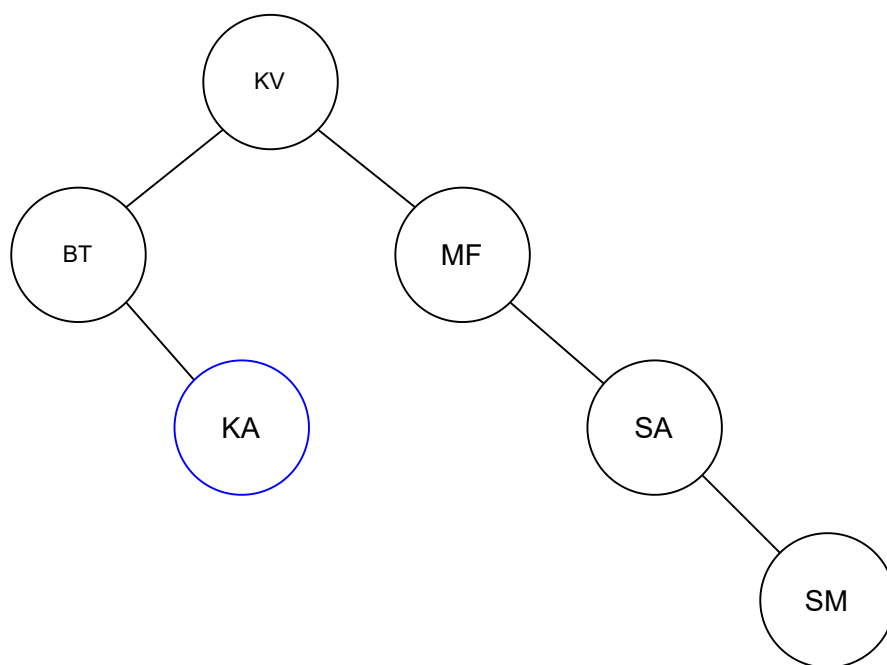
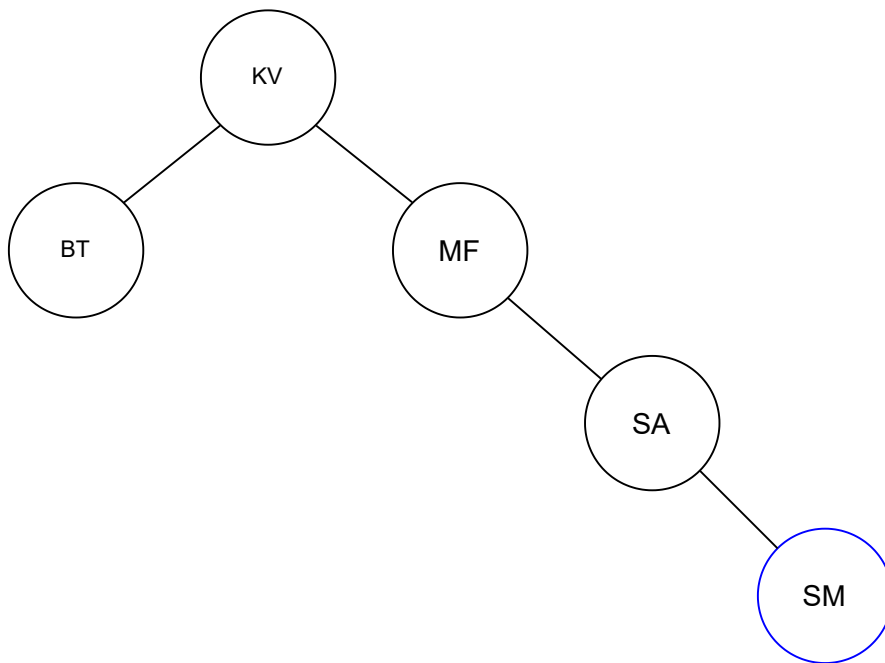
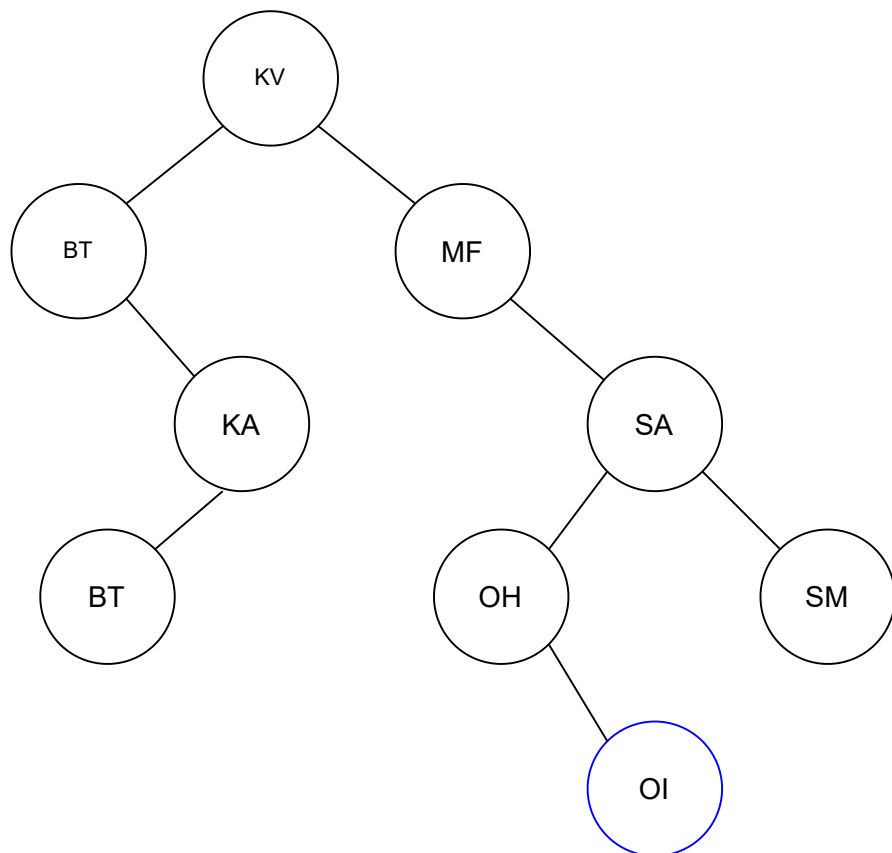
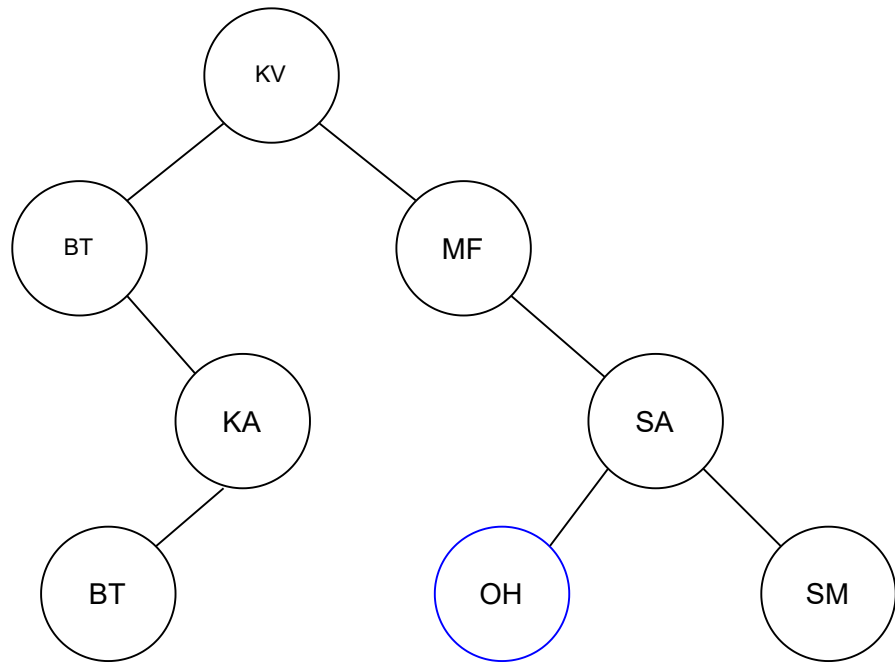


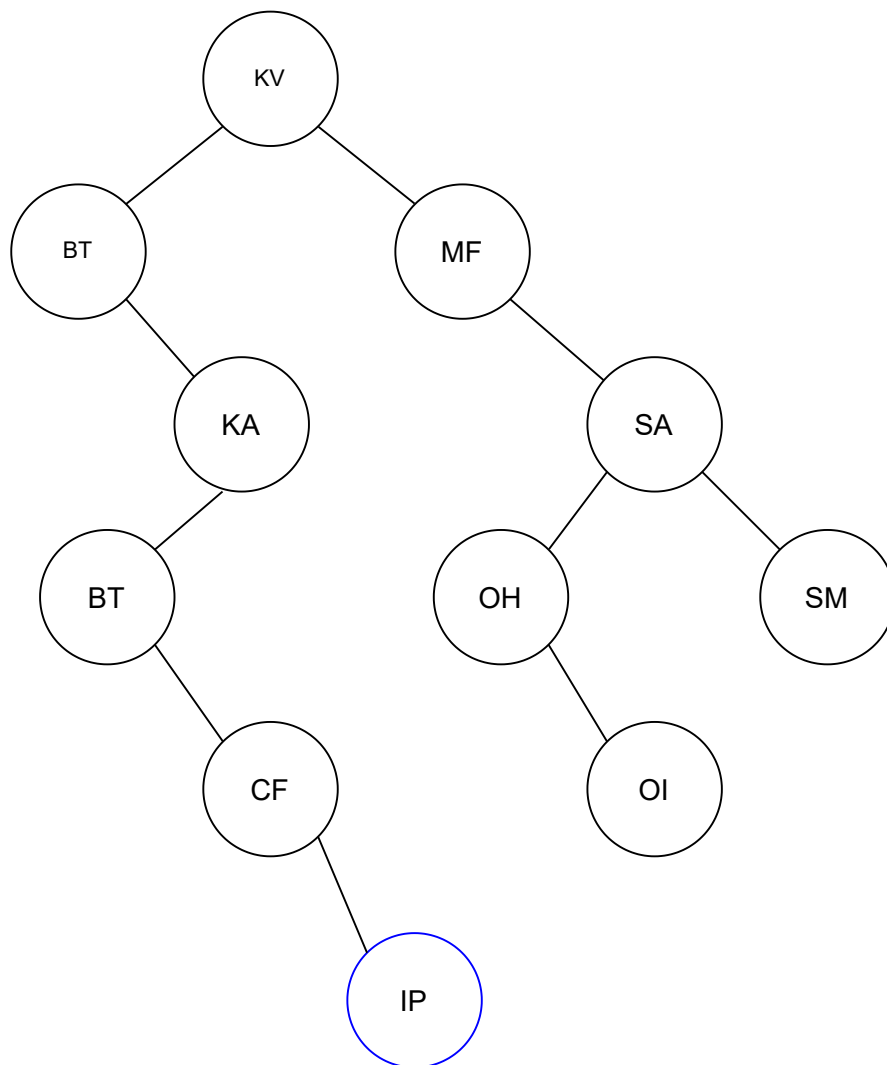
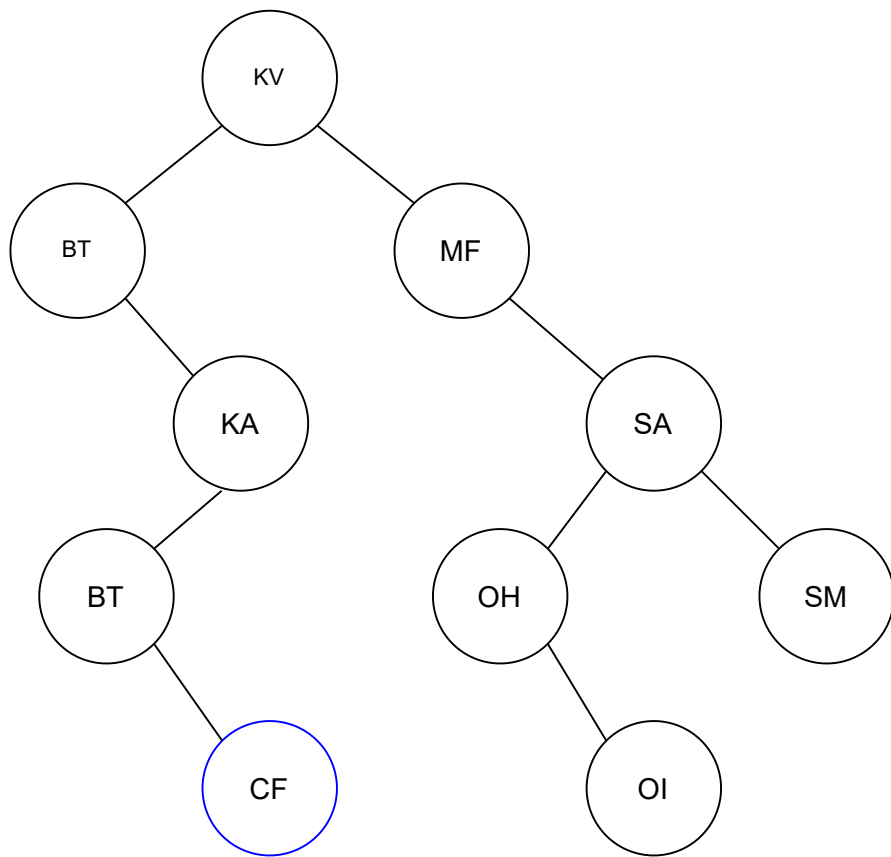
Questão 3

Inserir os elementos KV, MF, BT, SA, SM, KA, BT, OH, OI, CF e IP

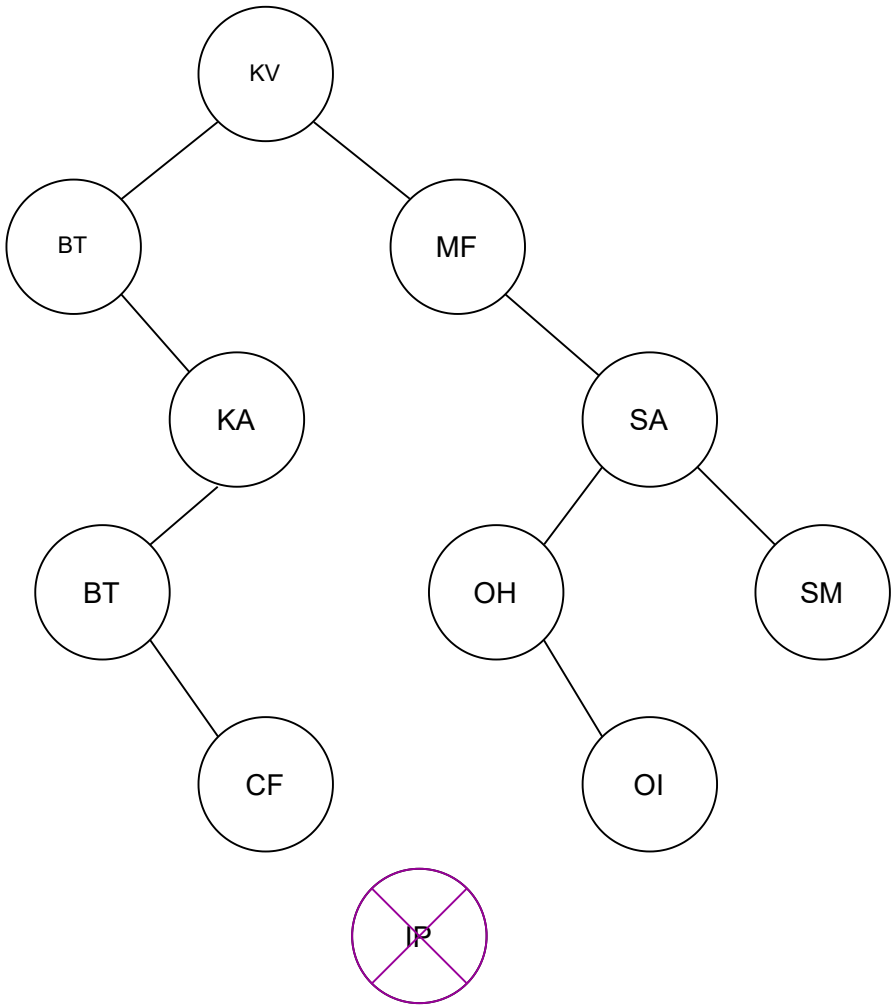
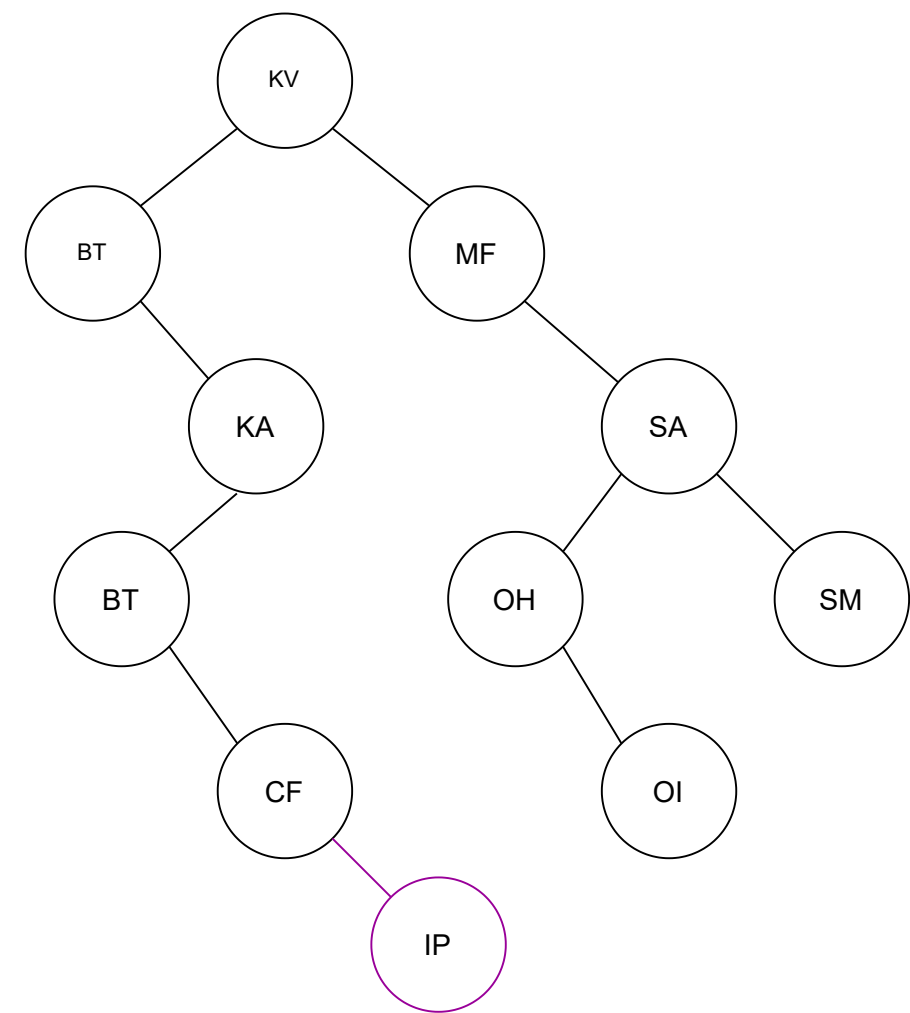


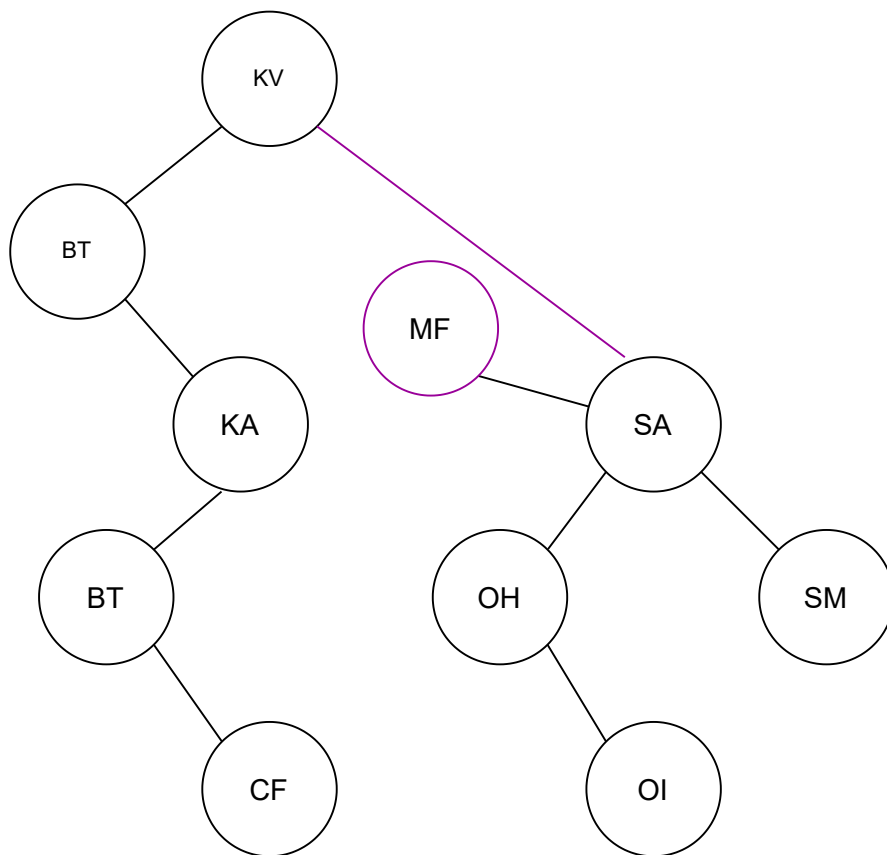
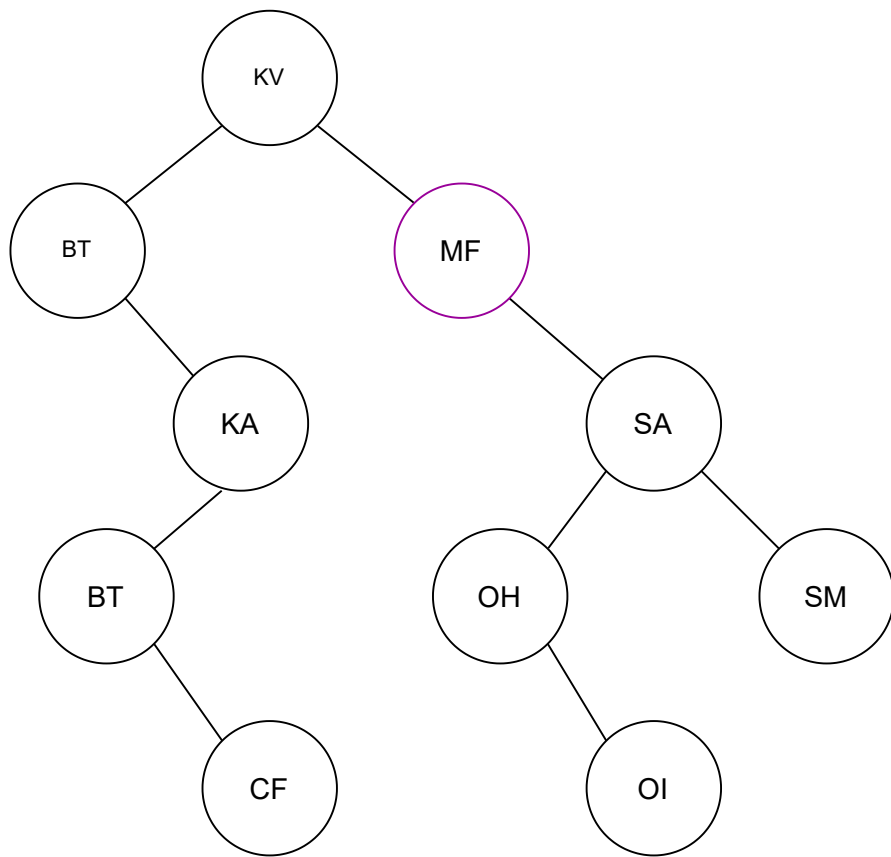


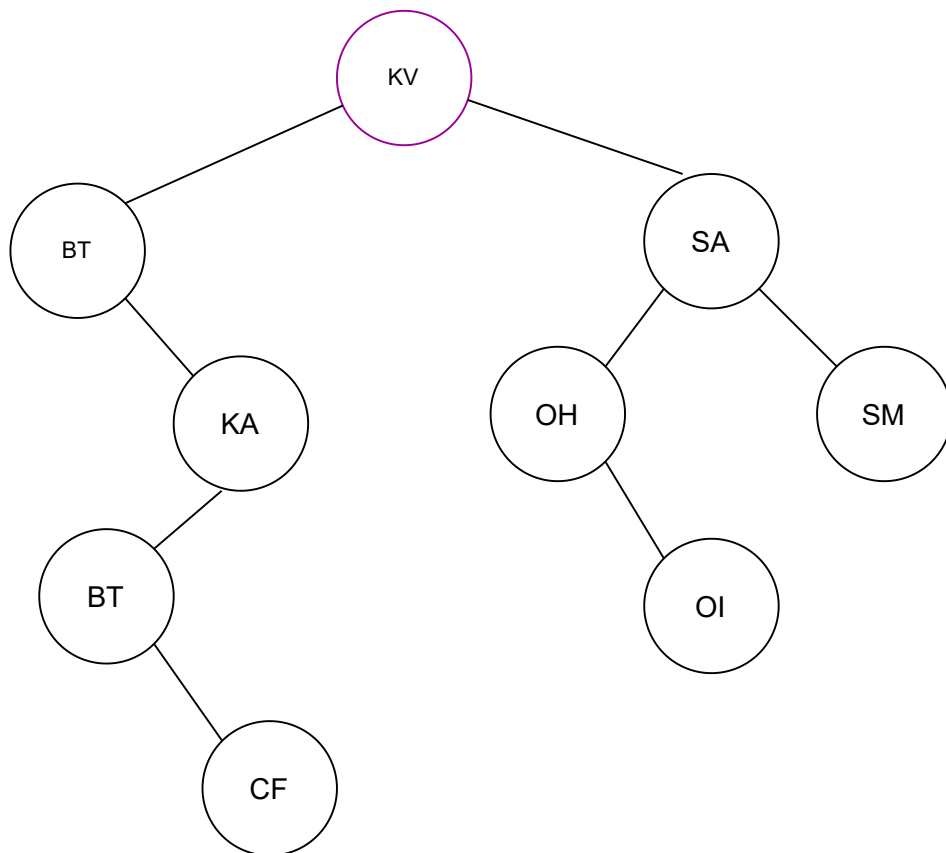
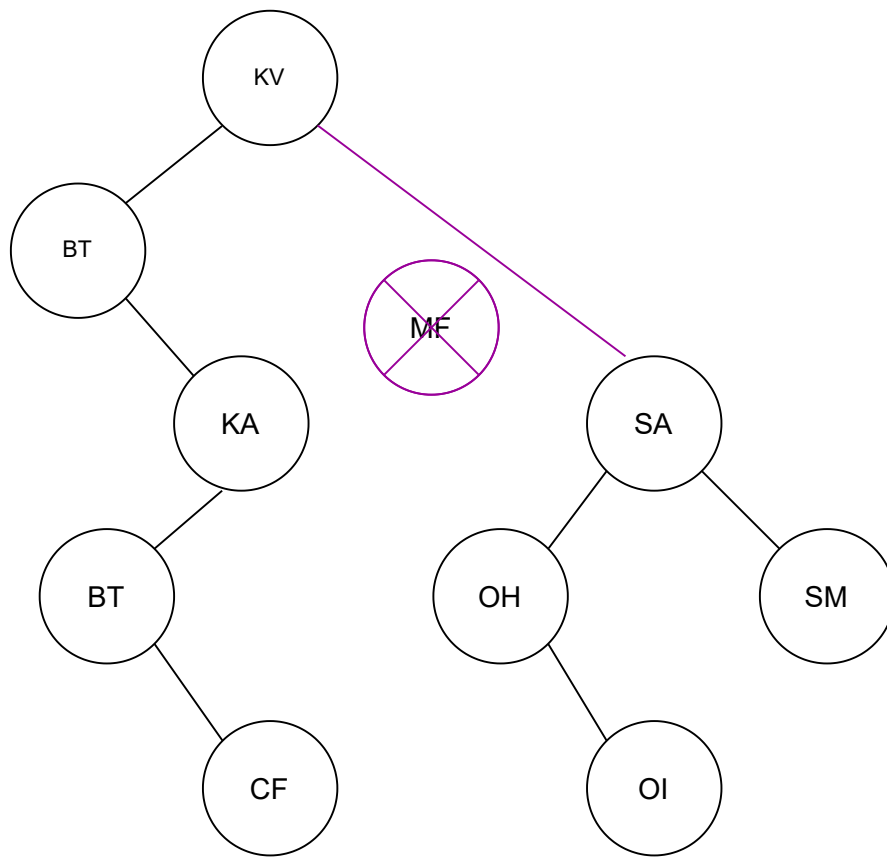


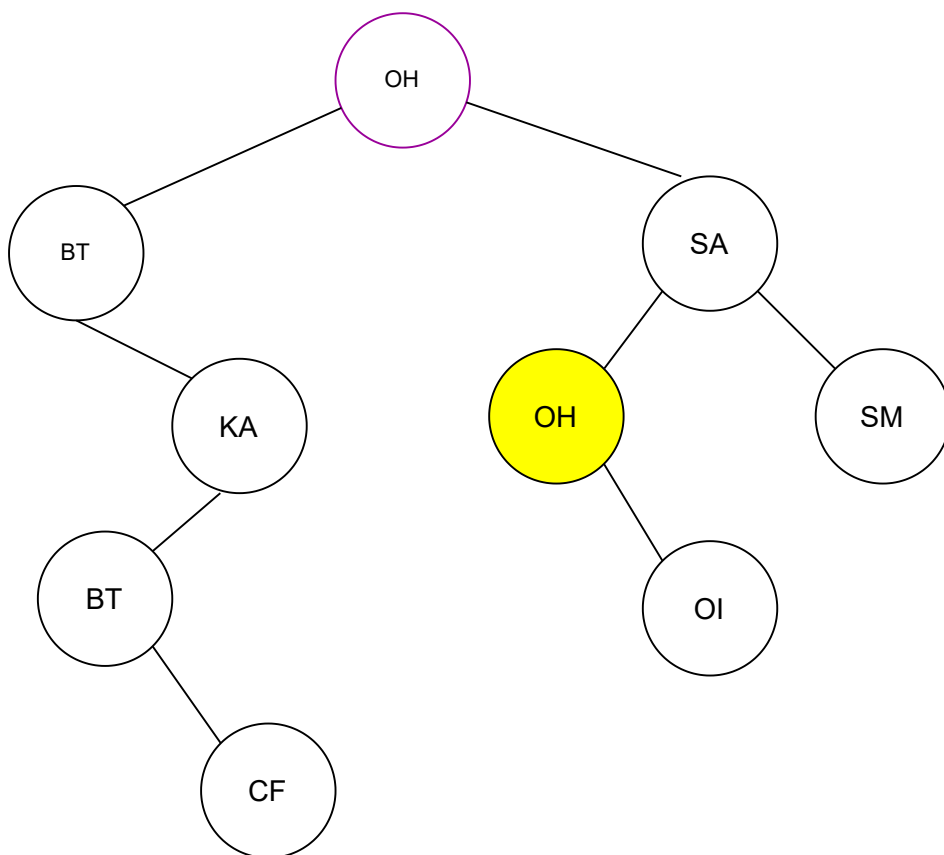
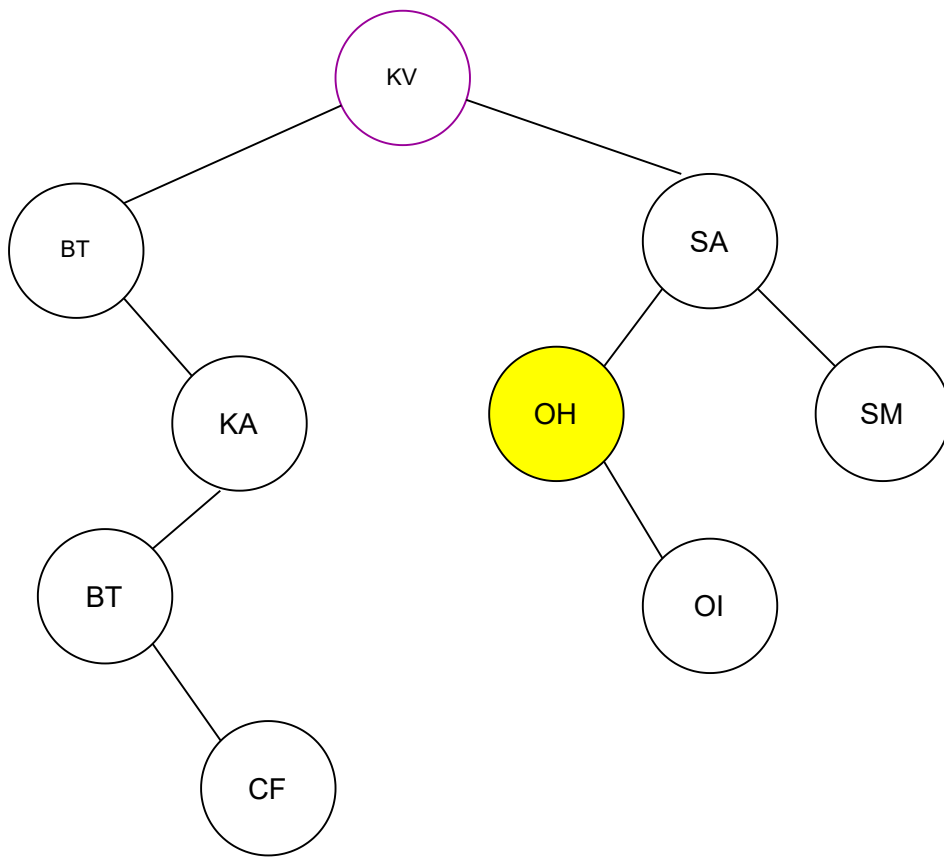


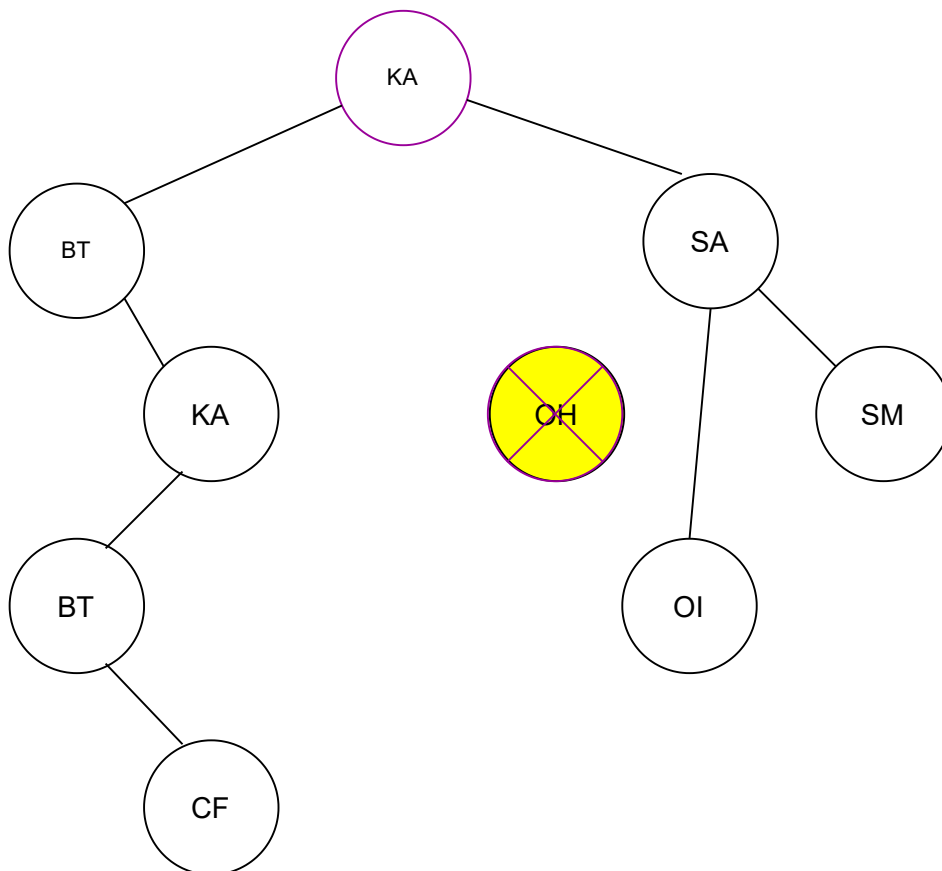
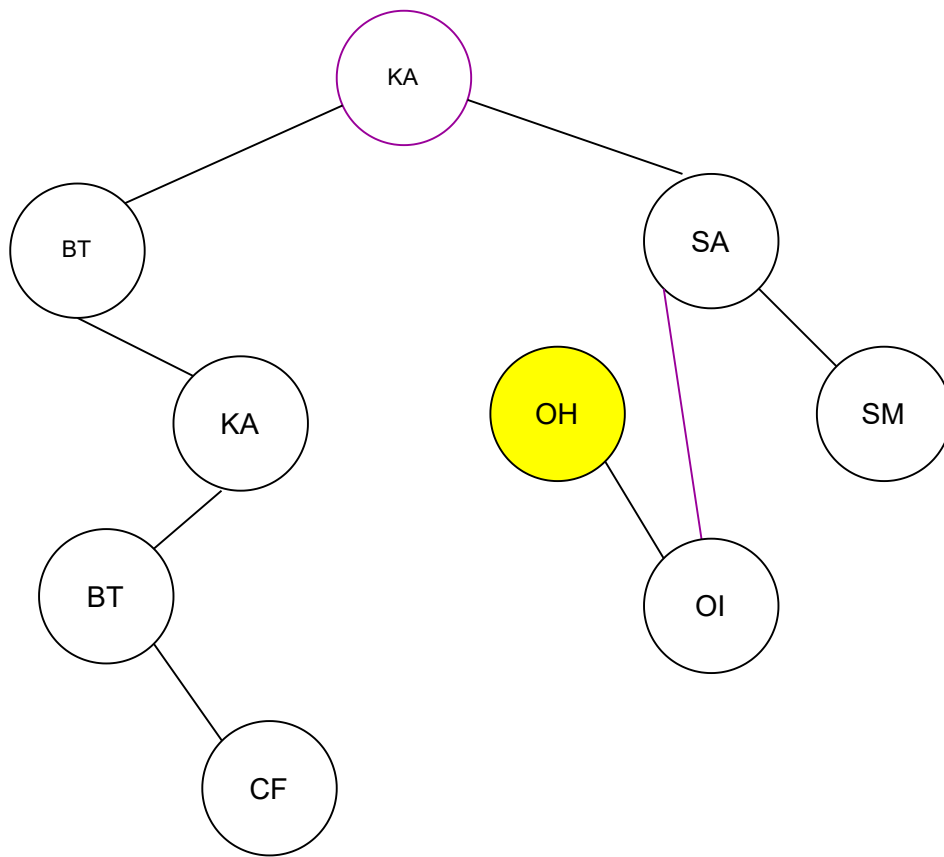
Remover os elementos IP, MF e KV





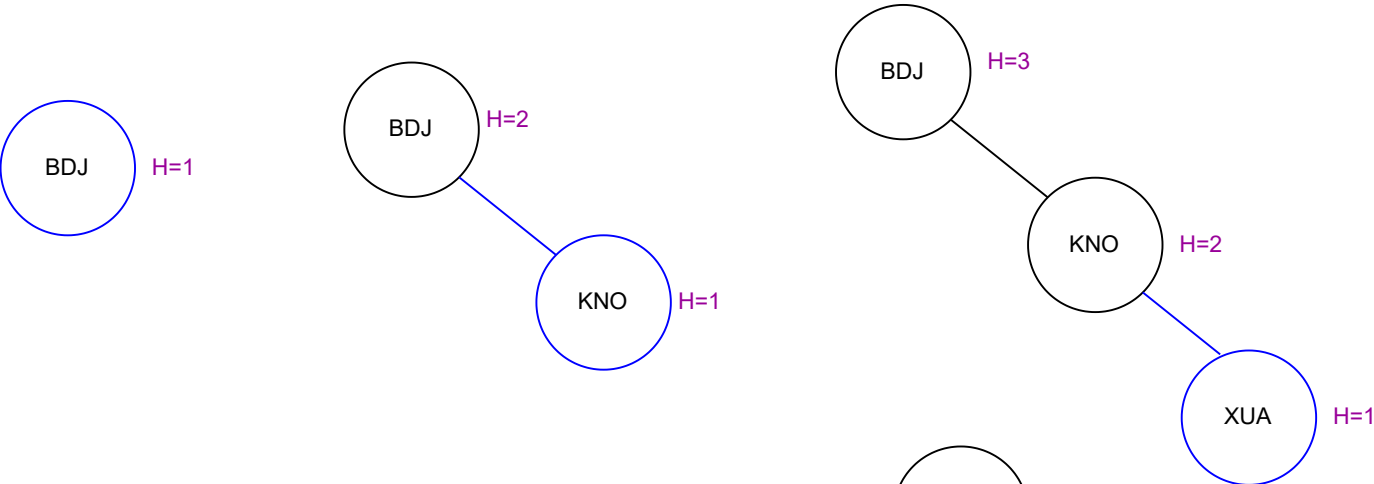




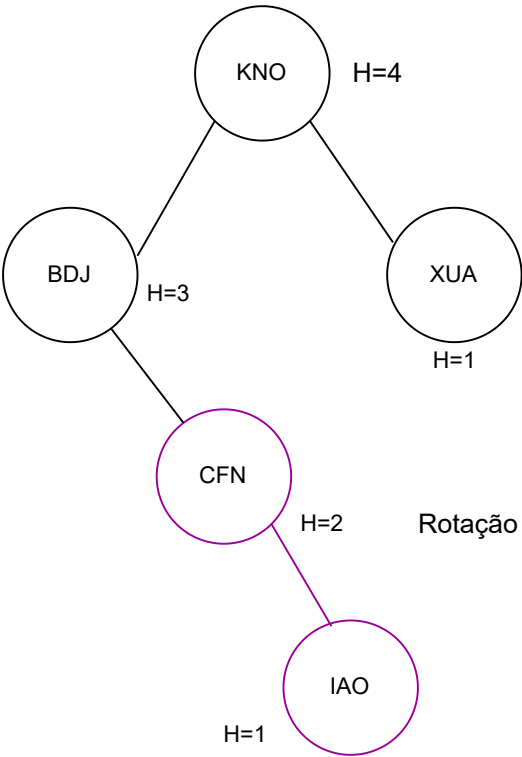
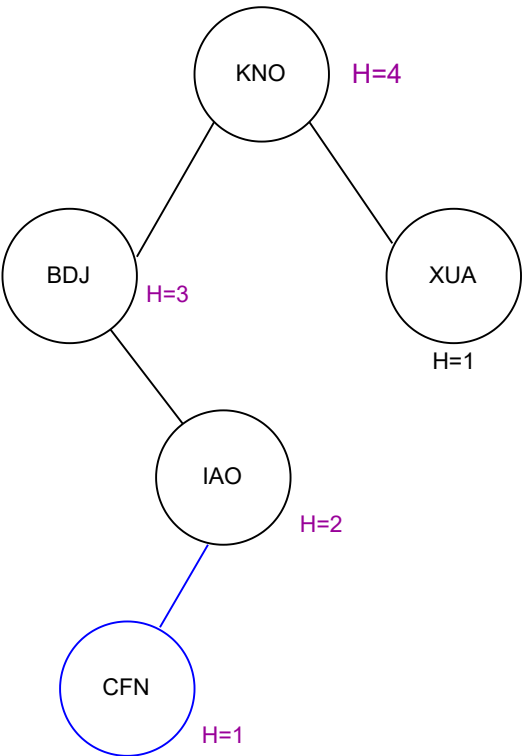
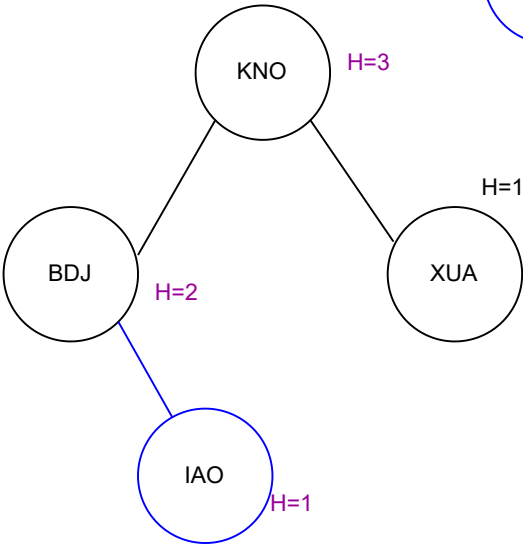
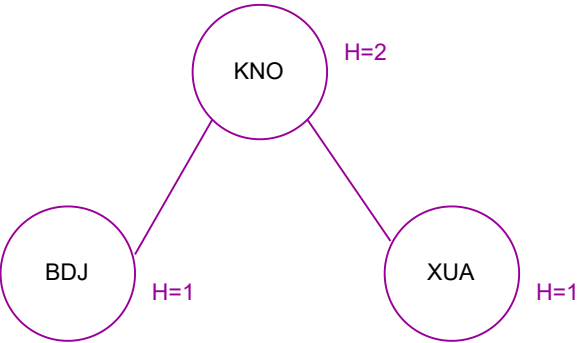


Questão 11

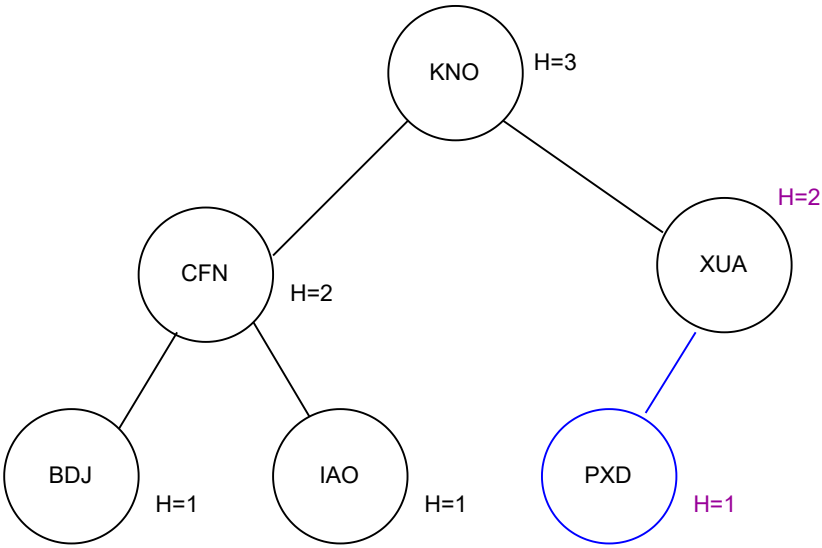
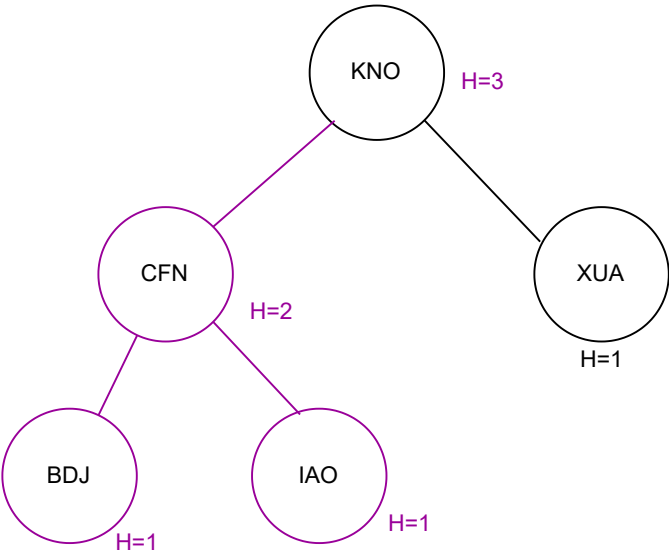
Inserir um a um os elementos BDJ, KNO, XUA, IAO, CFN, PXD, NAB, ROB, UTC



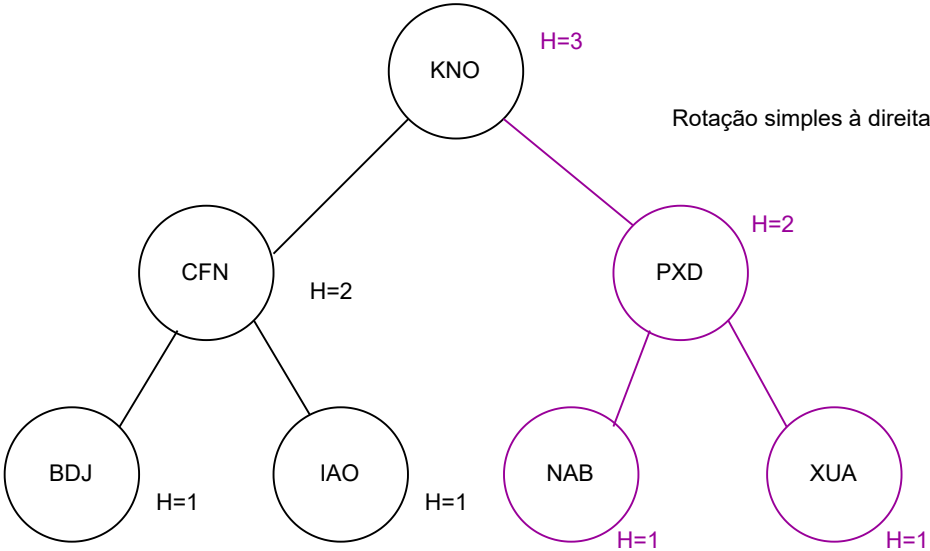
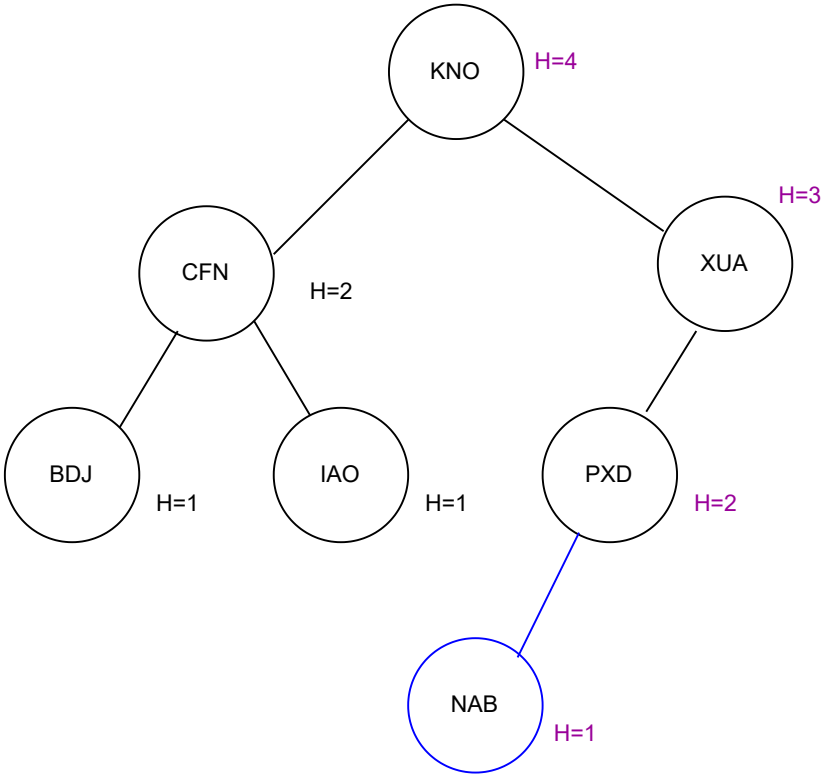
Rotação simples à esquerda

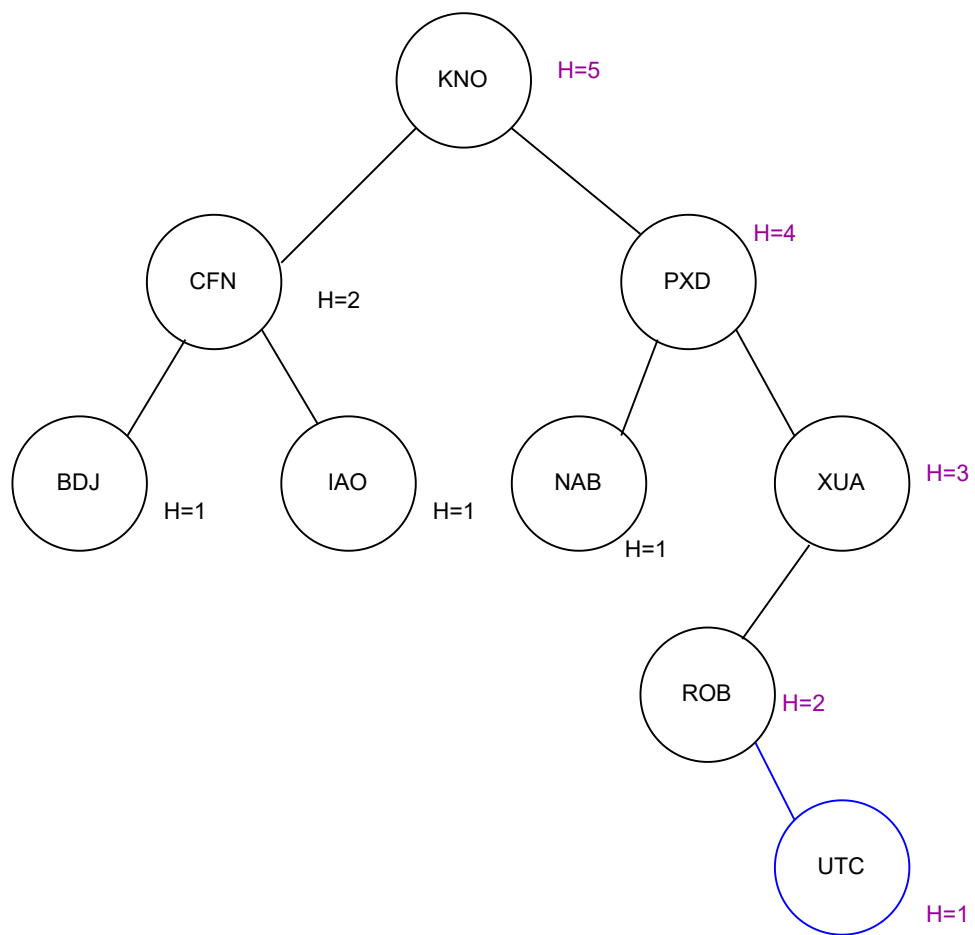
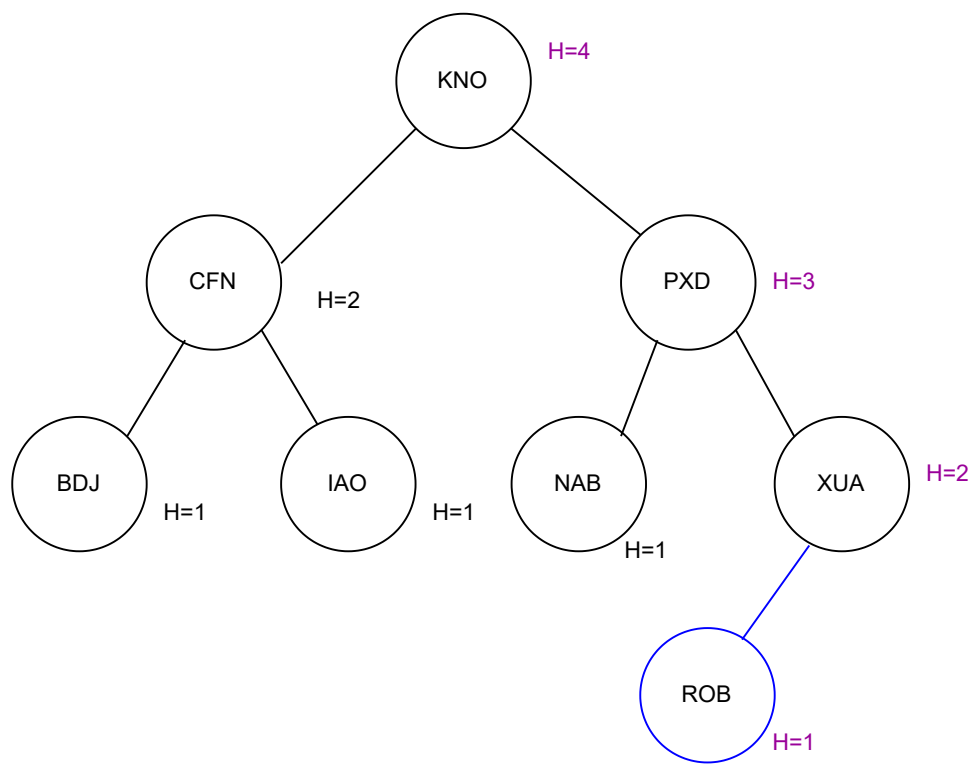


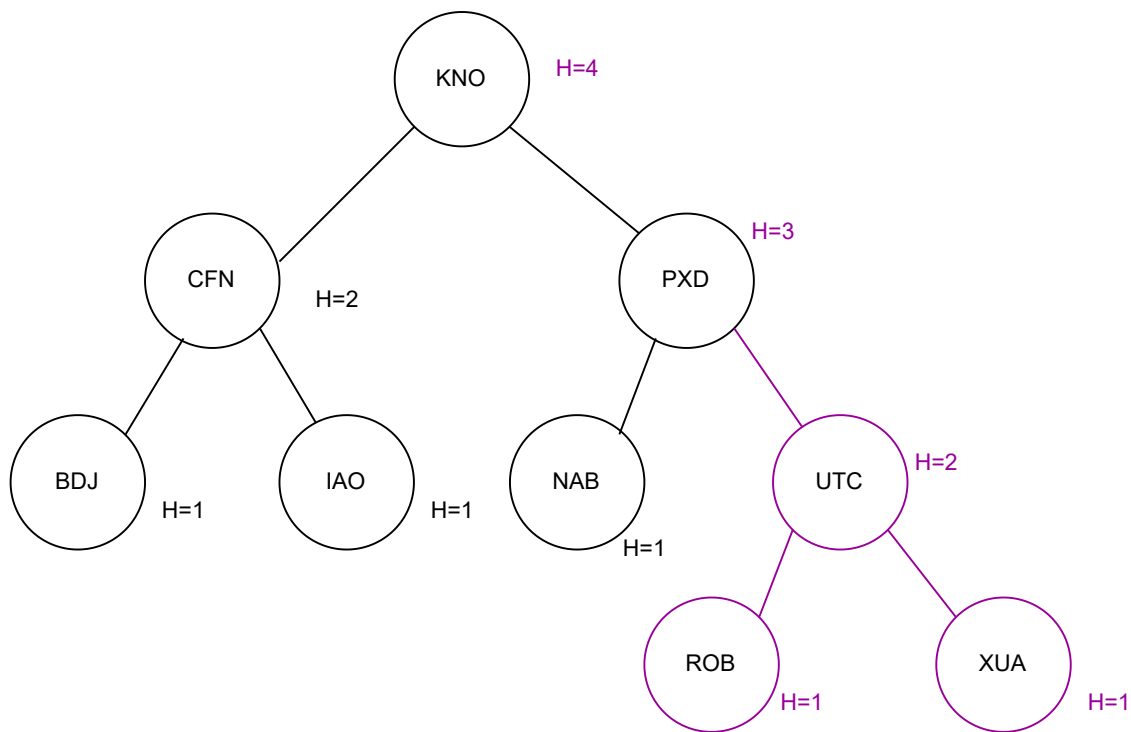
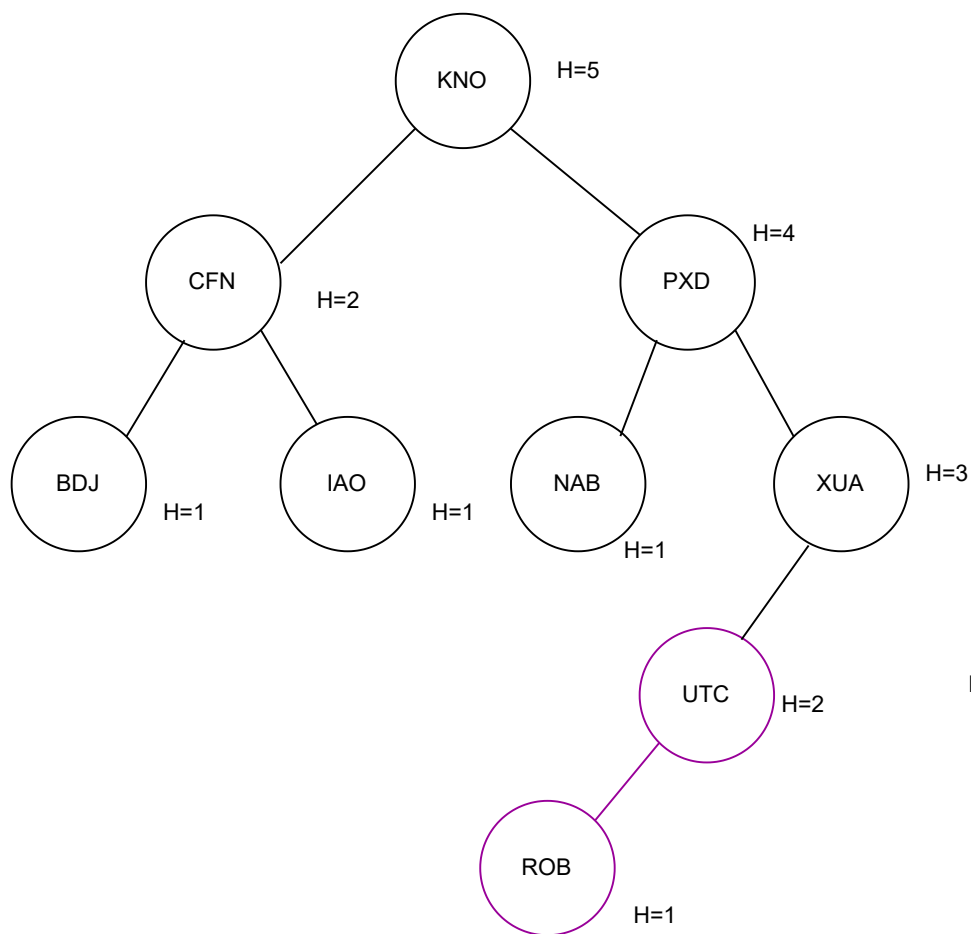
Rotação direita esquerda 1/2



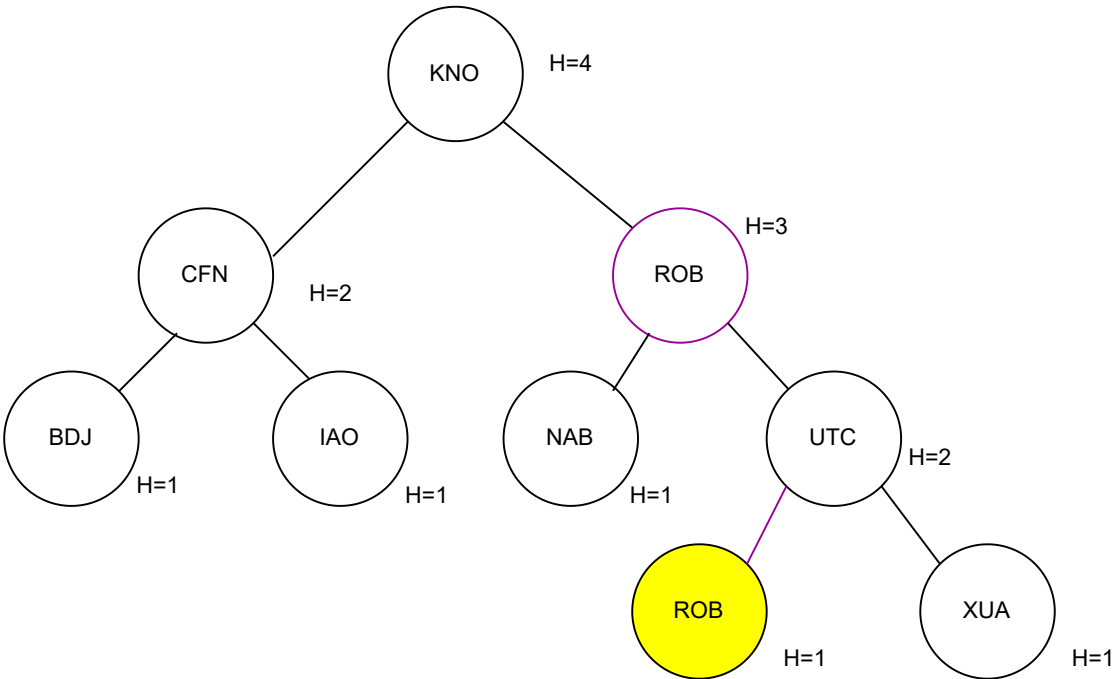
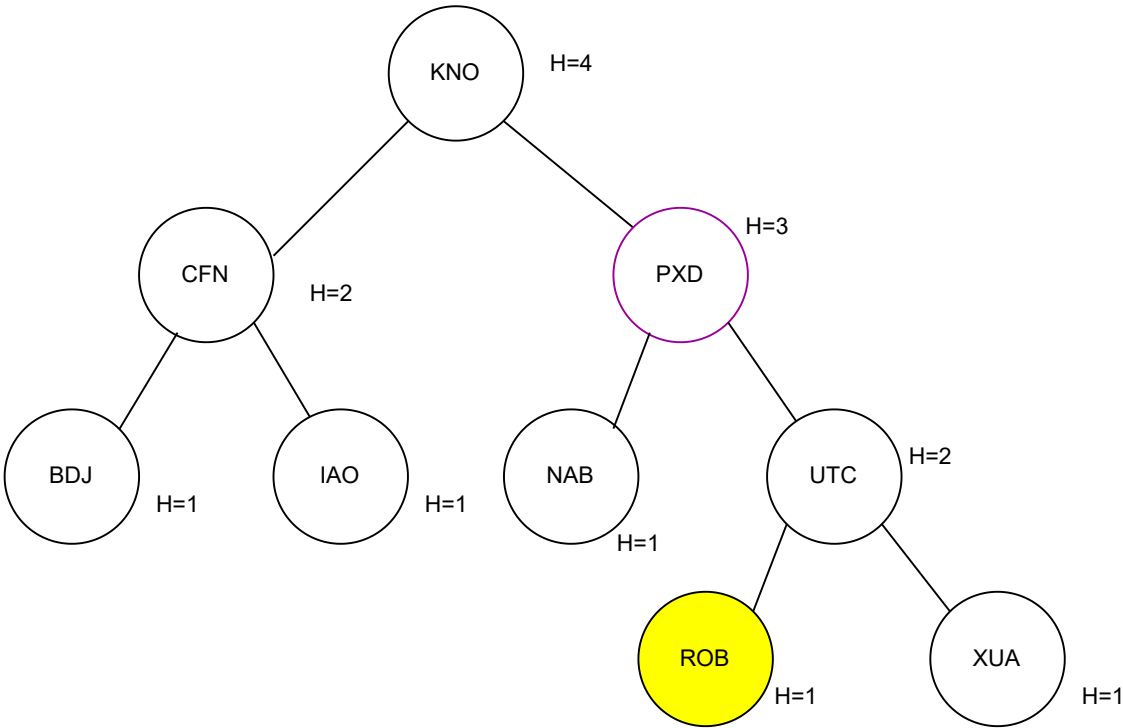
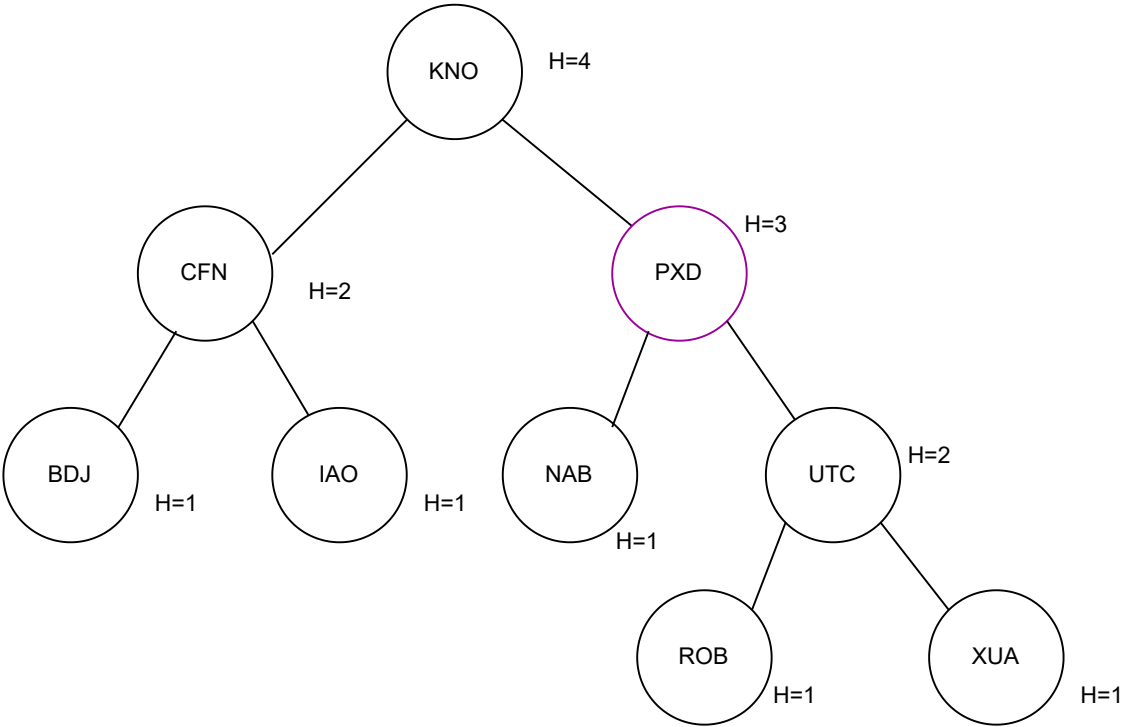
Rotação direita esquerda 2/2

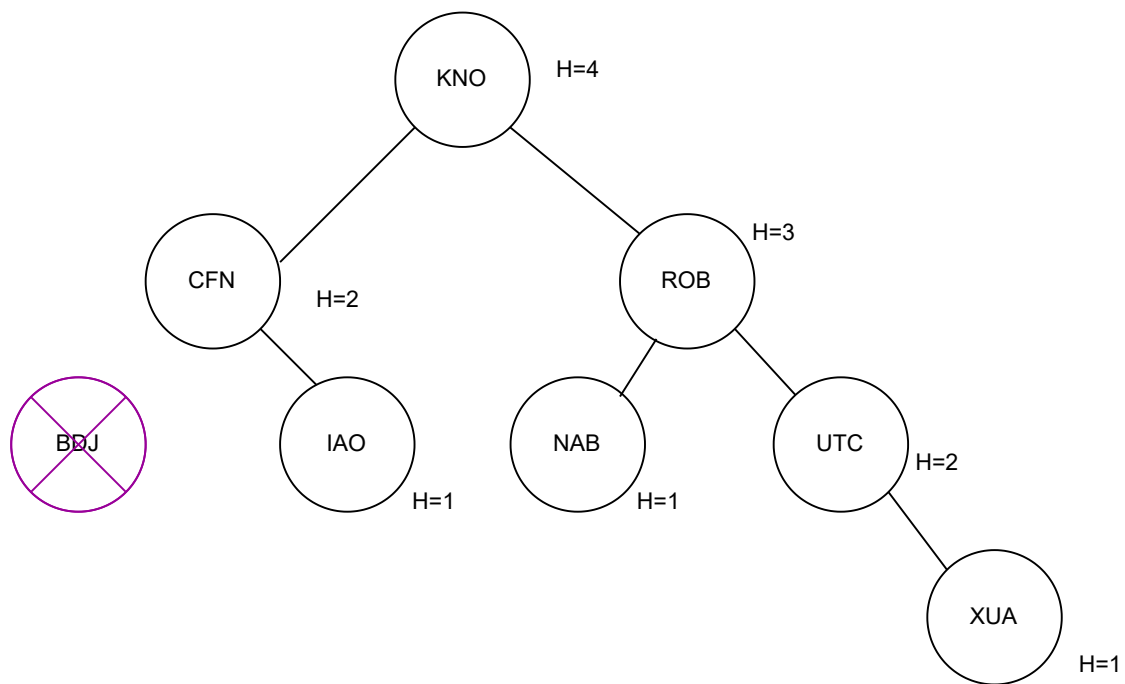
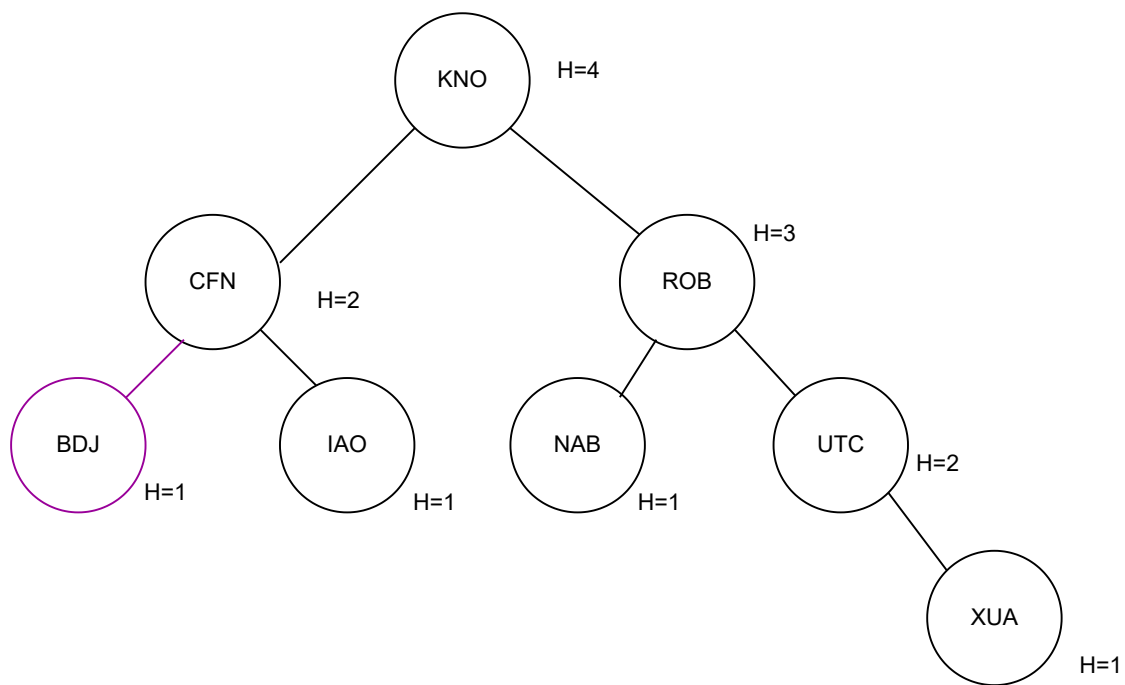
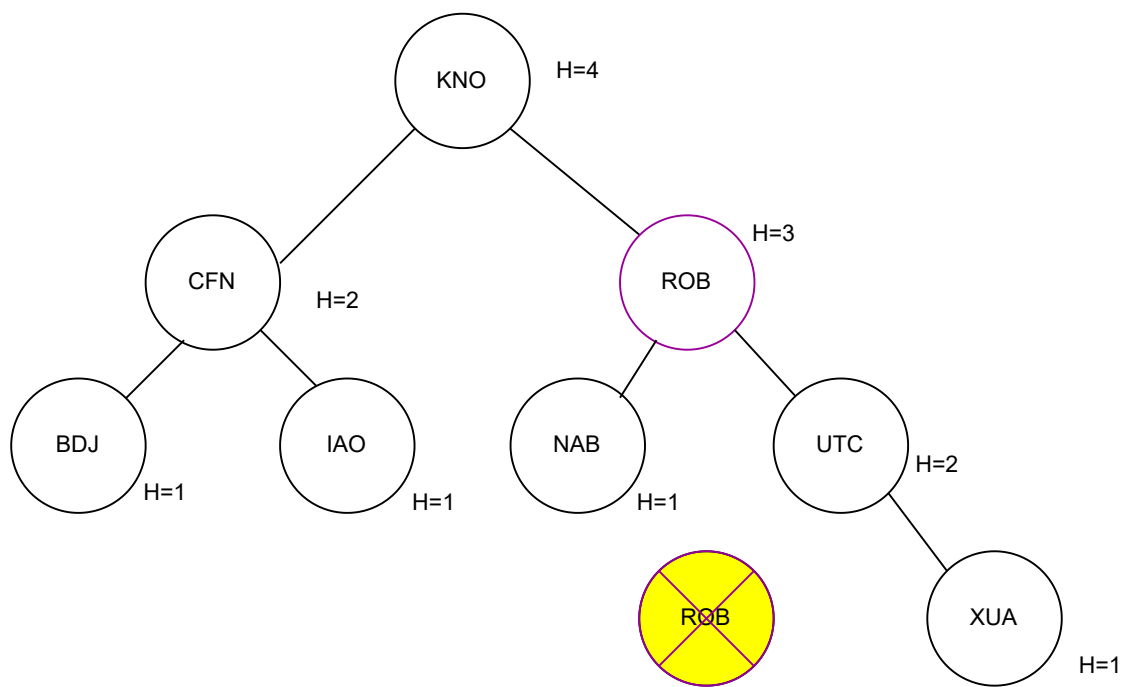


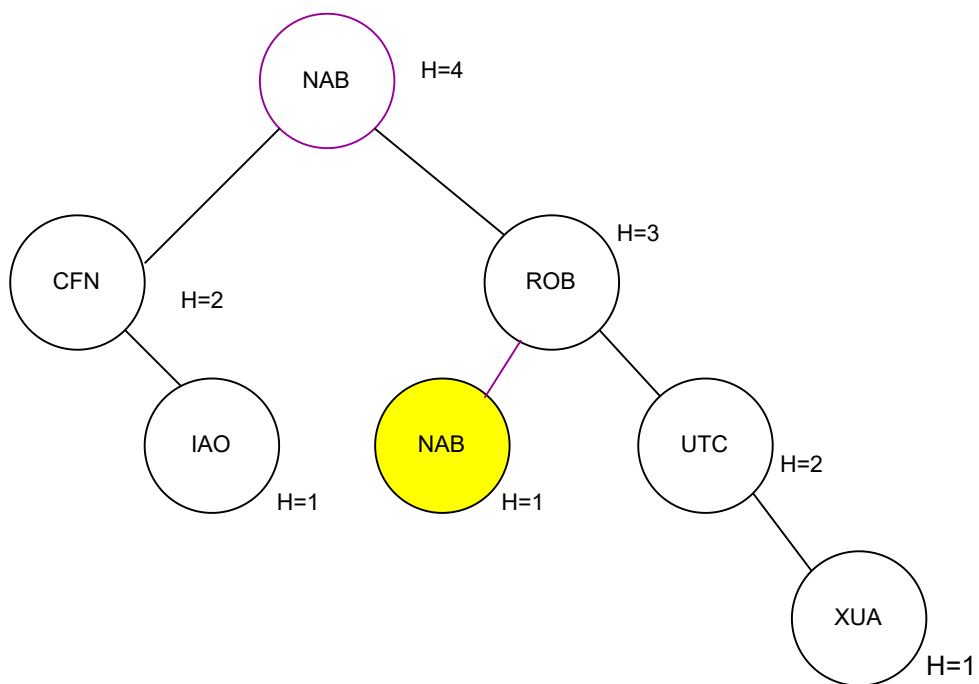
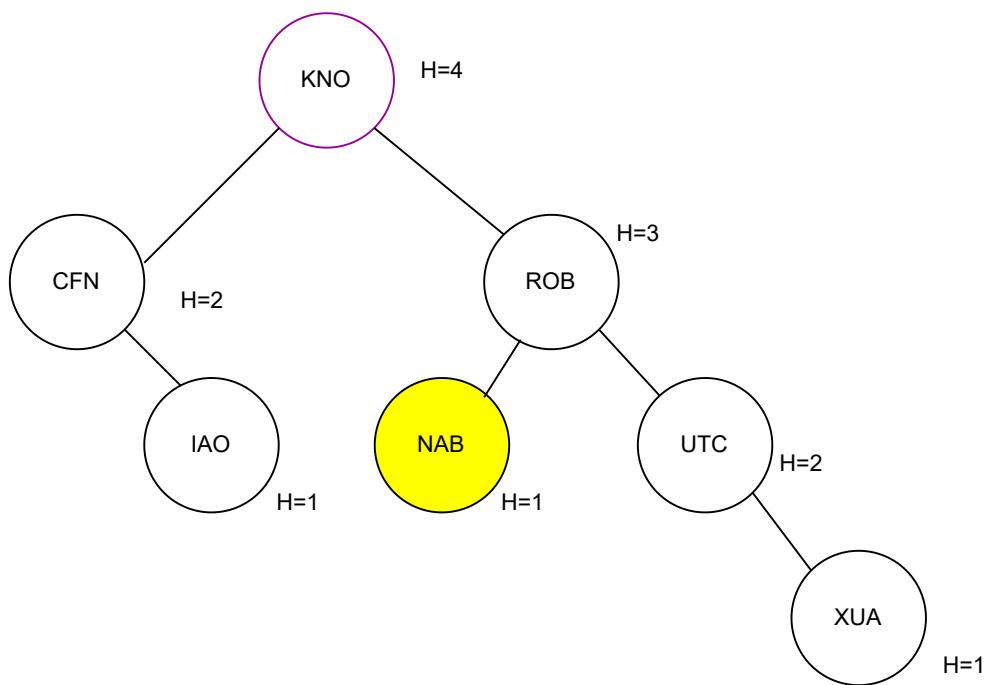
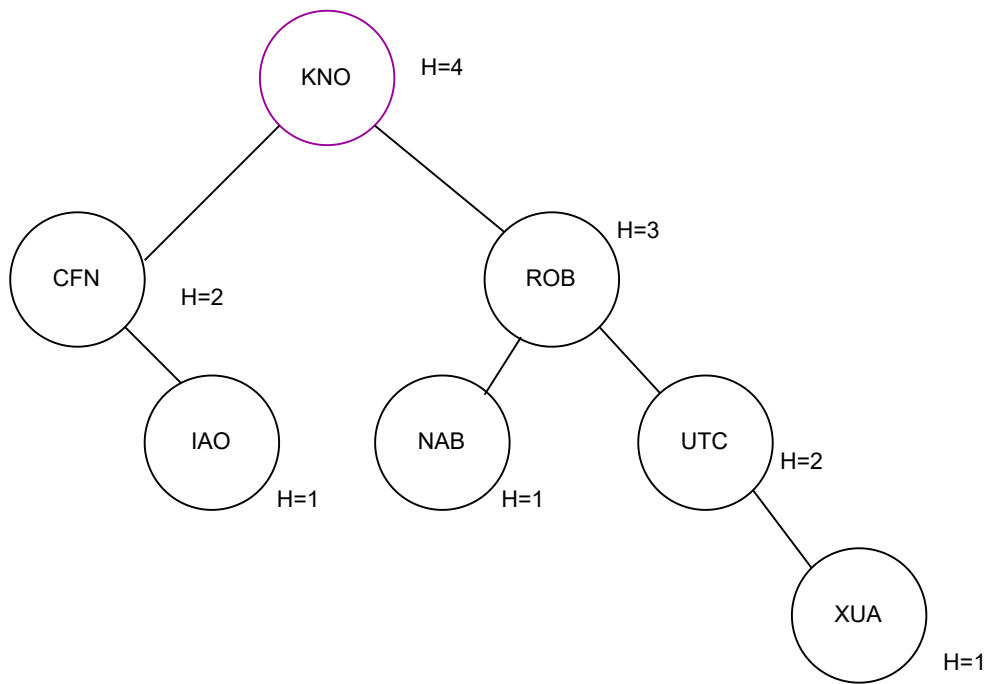


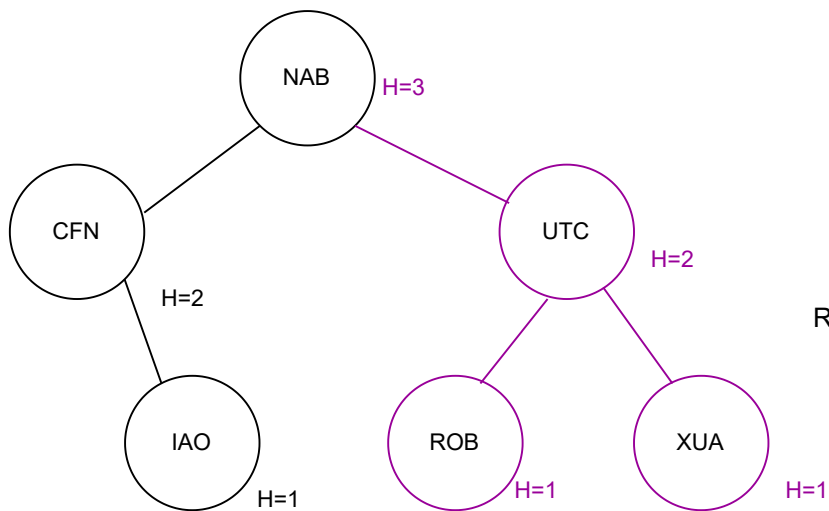
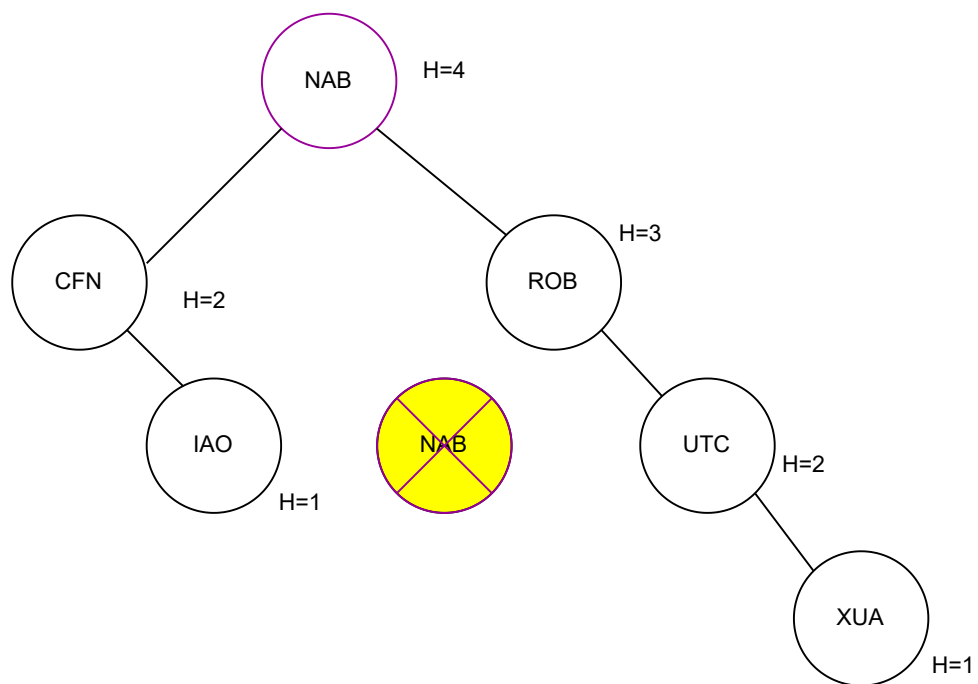


Remover um a um os elementos PXD, BDJ e KNO

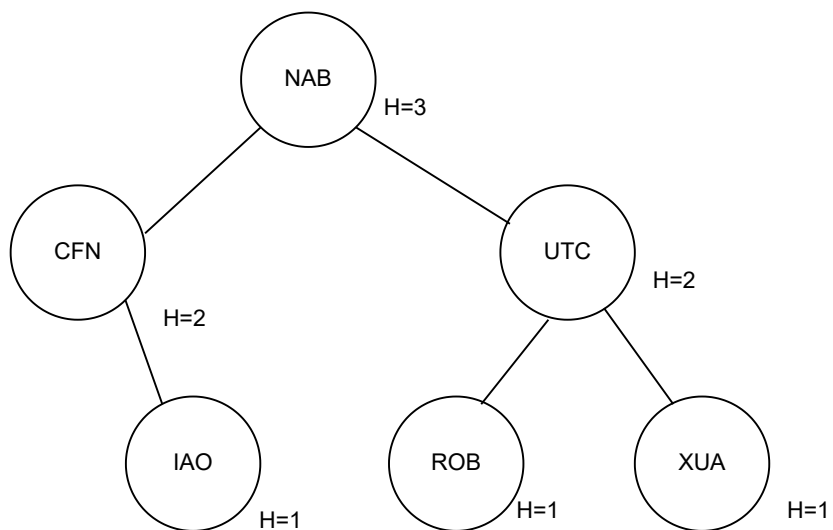






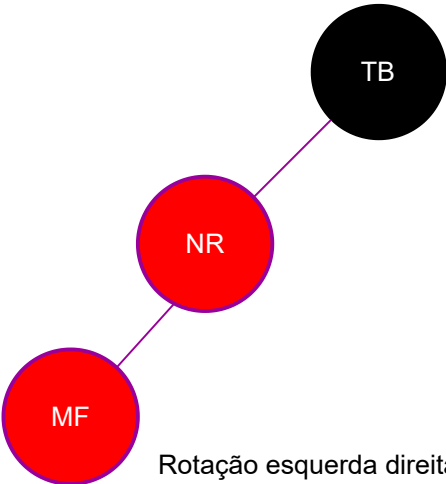
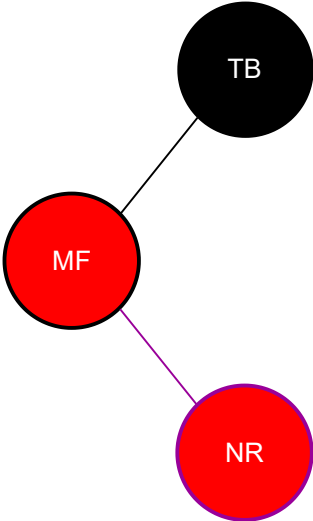
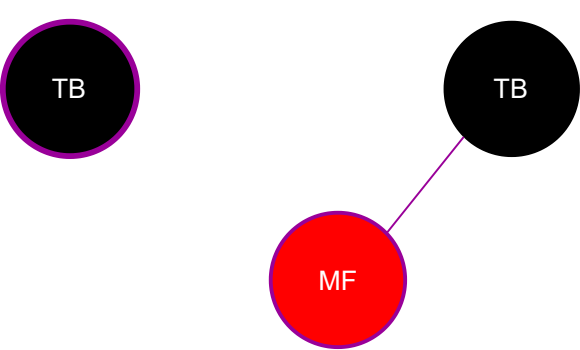


Rotação simples à esquerda

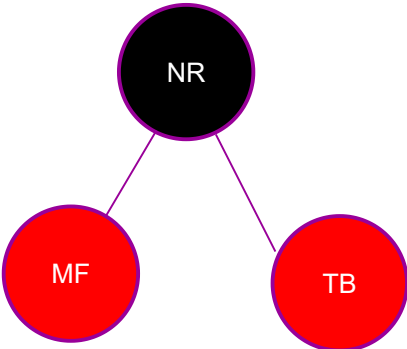


Questão 15

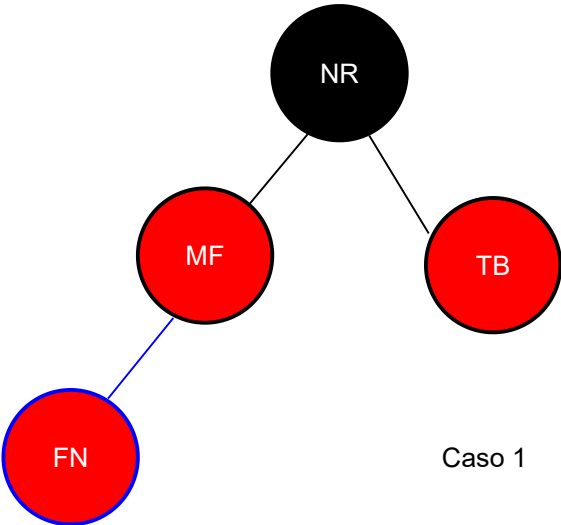
Inserir um a um os elementos TB, MF, NR, FN, TQ, WS, GI, BK, PO, UH e PD



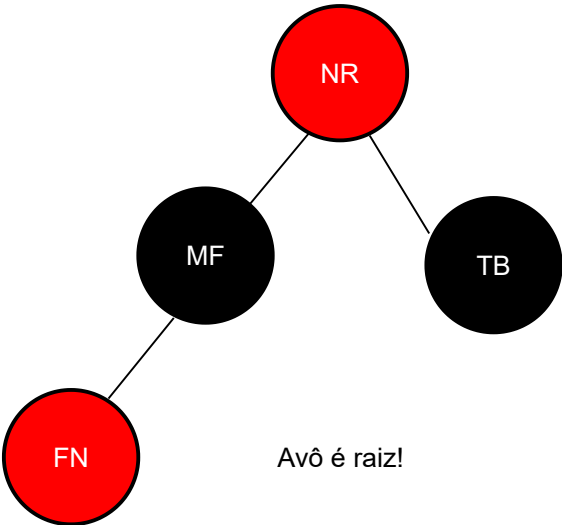
Rotação esquerda direita 1/2



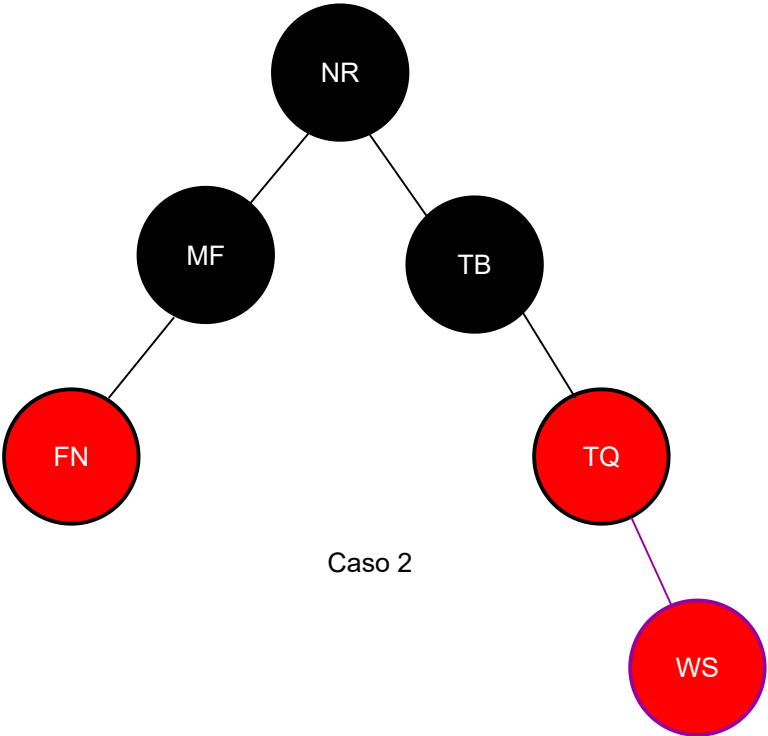
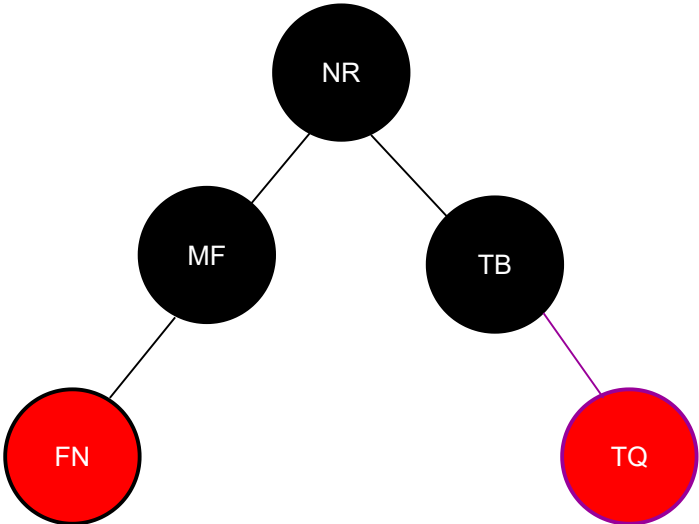
Rotação esquerda direita 2/2



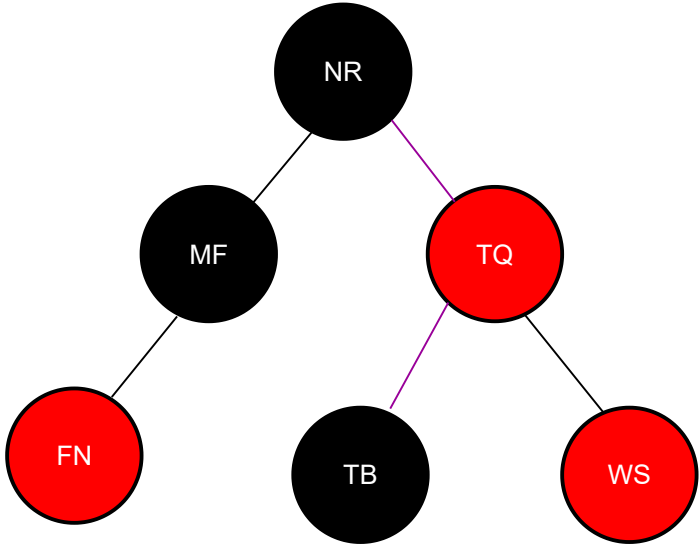
Caso 1



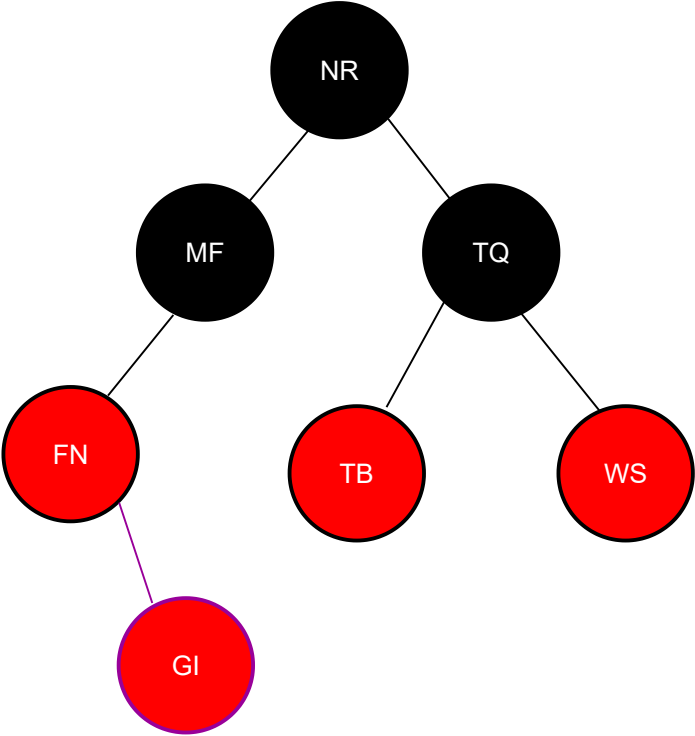
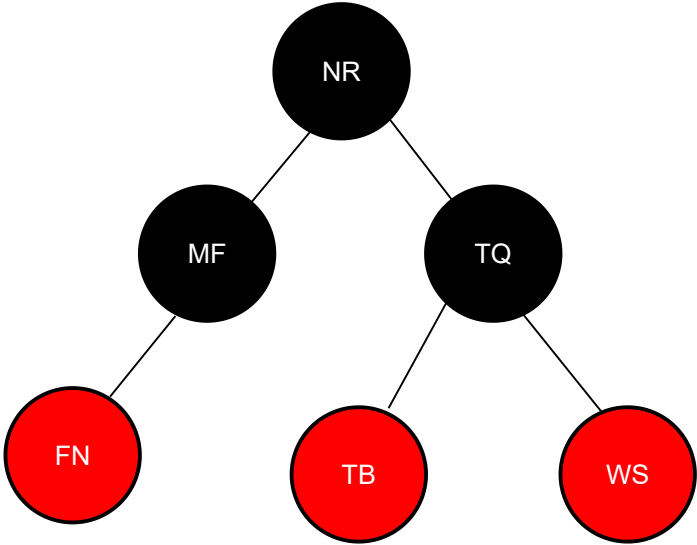
Avô é raiz!



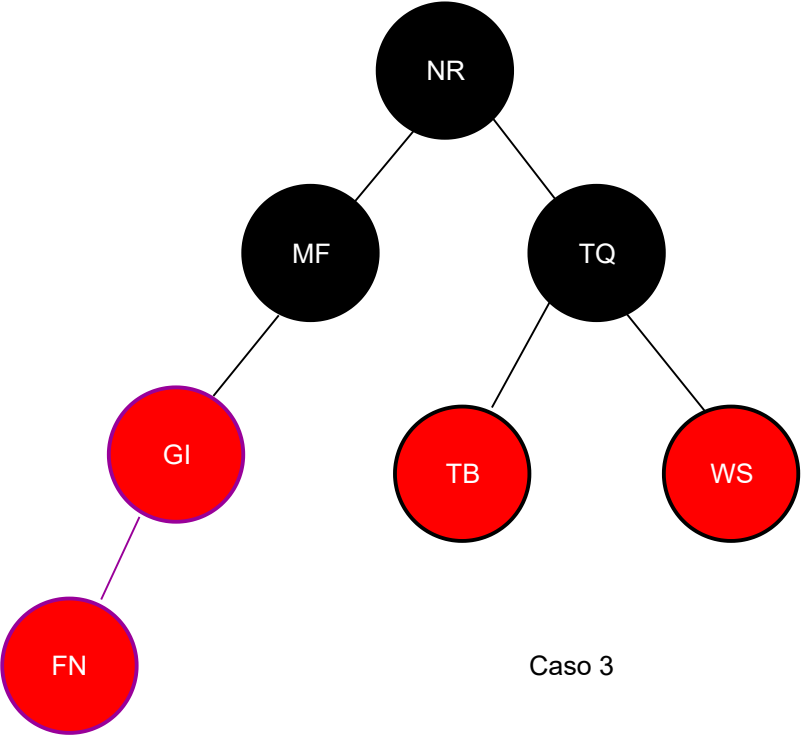
Caso 2



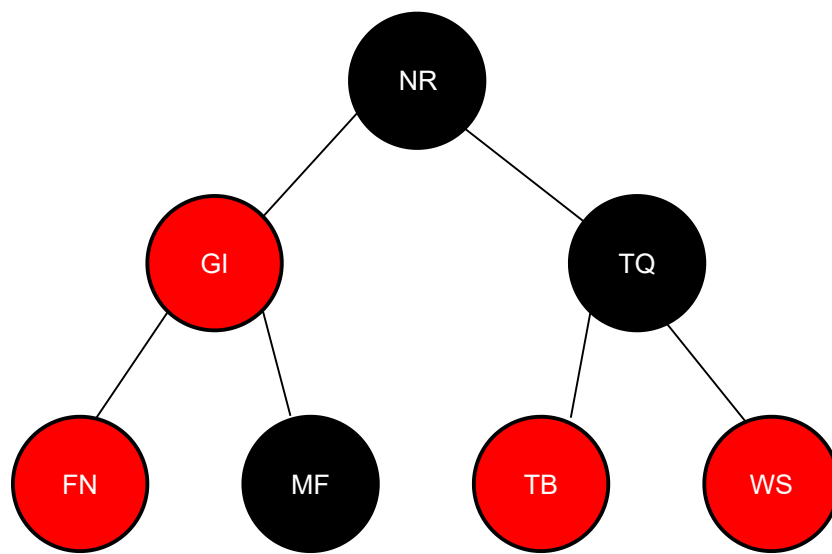
Rotação à esquerda



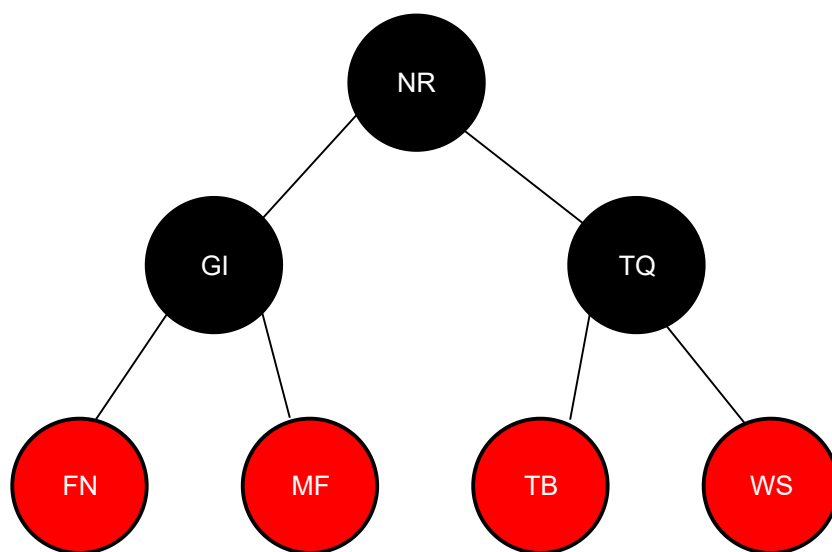
Rotação esquerda



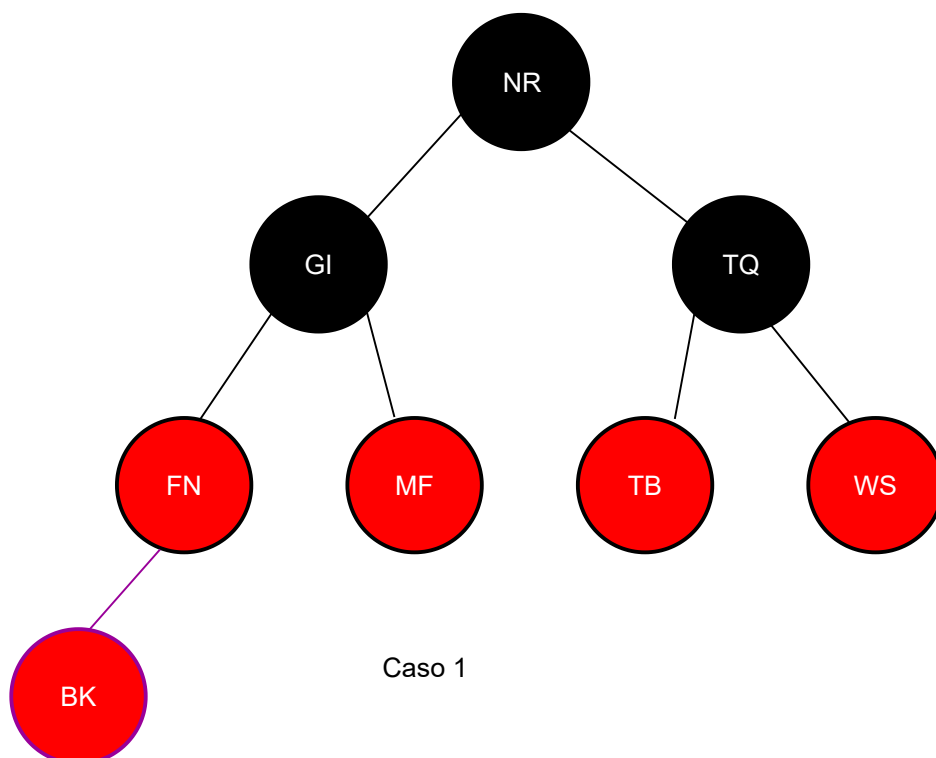
Caso 3



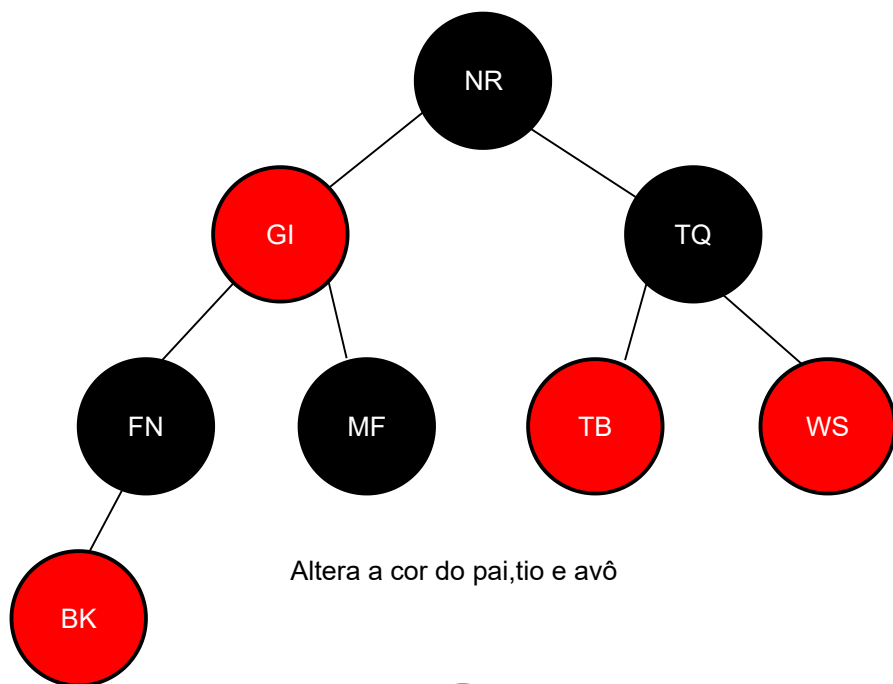
Rotação à direita



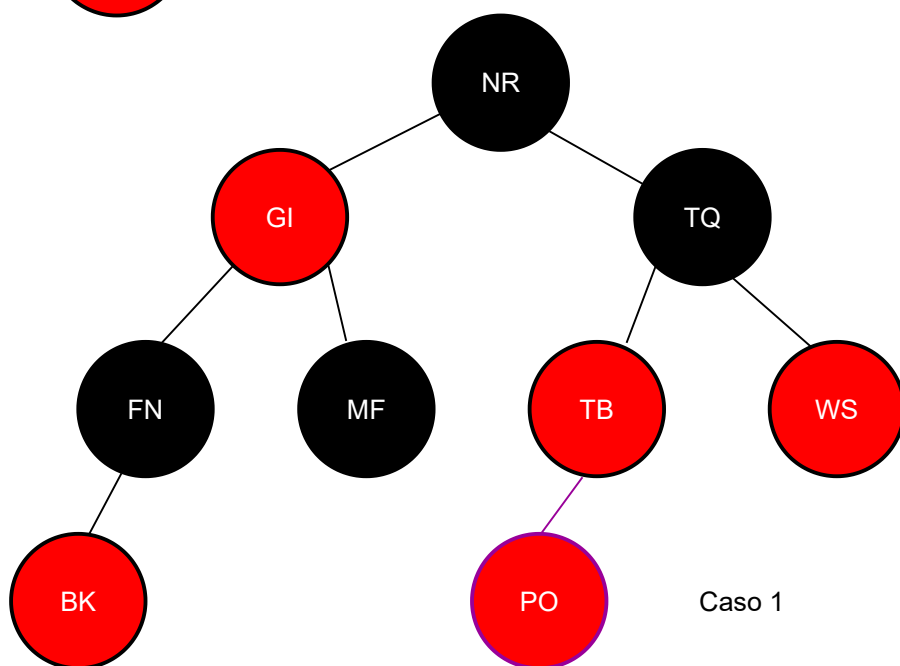
Altera a cor do pai e avô



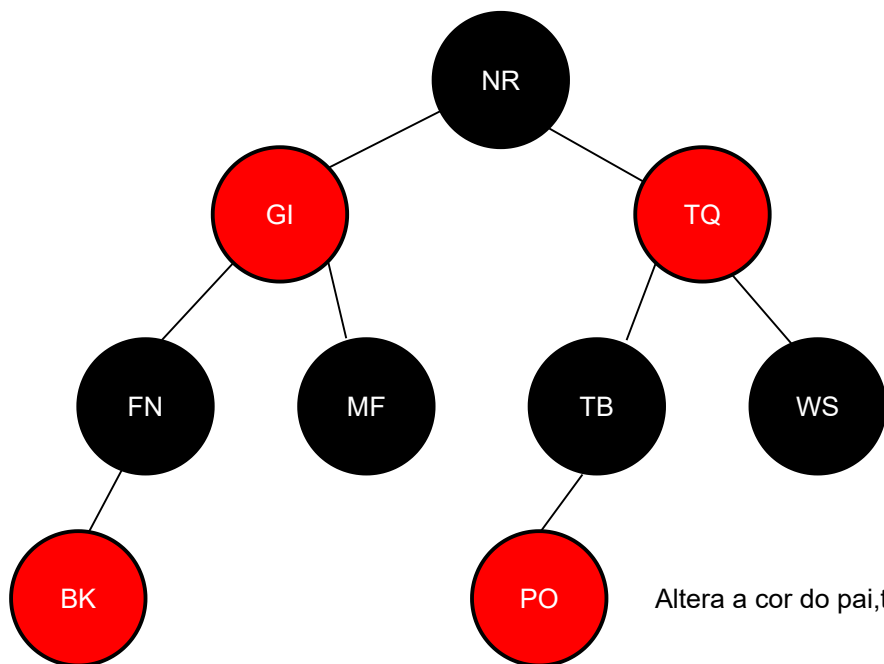
Caso 1



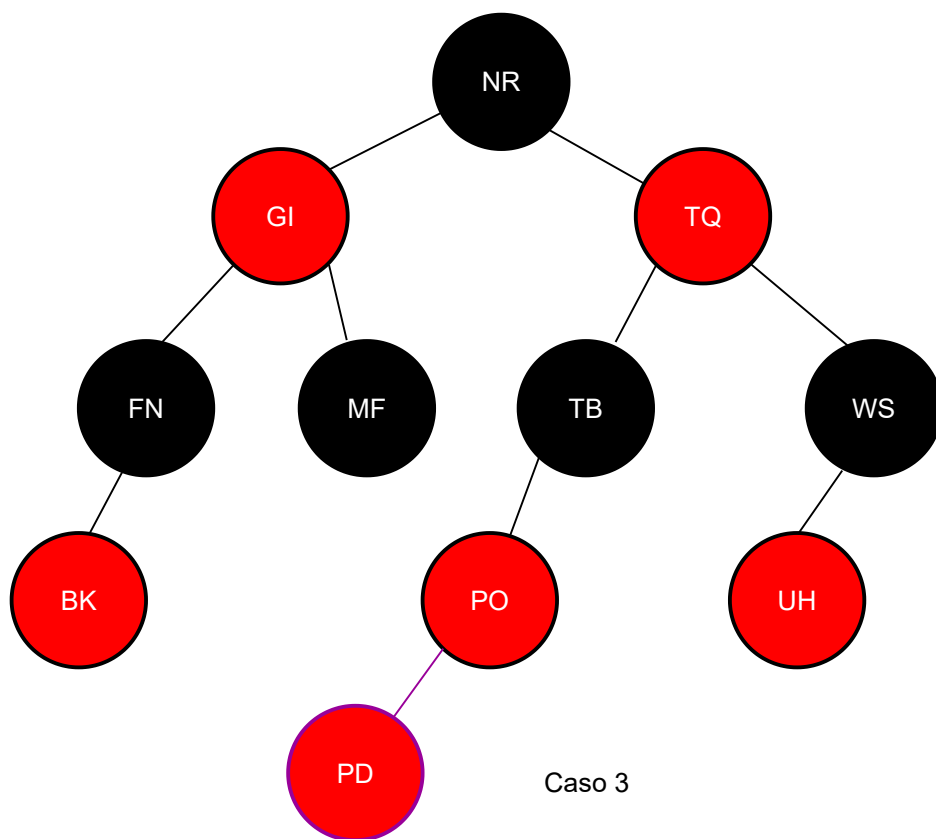
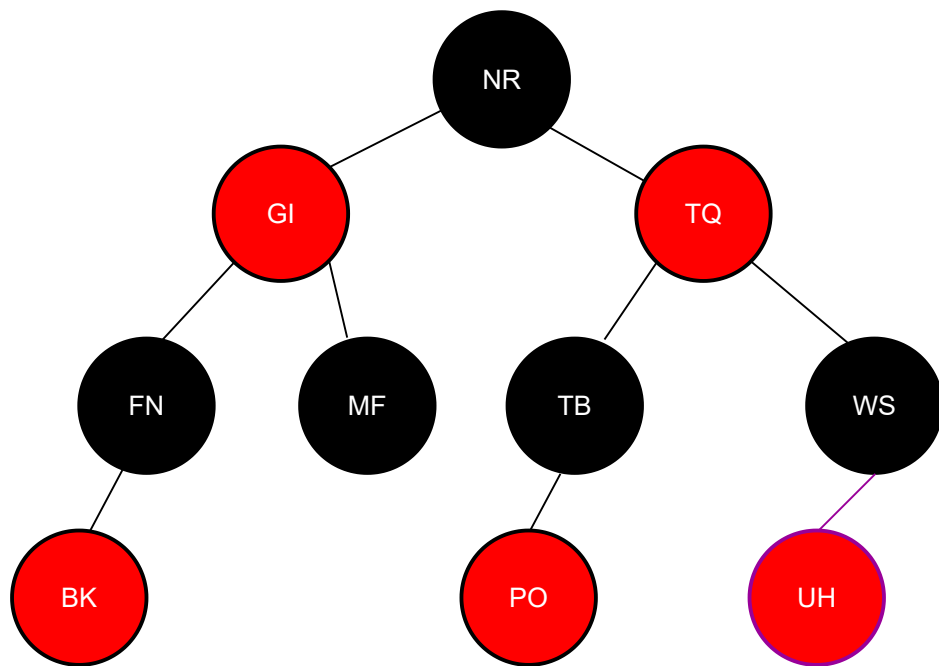
Altera a cor do pai,tio e avô

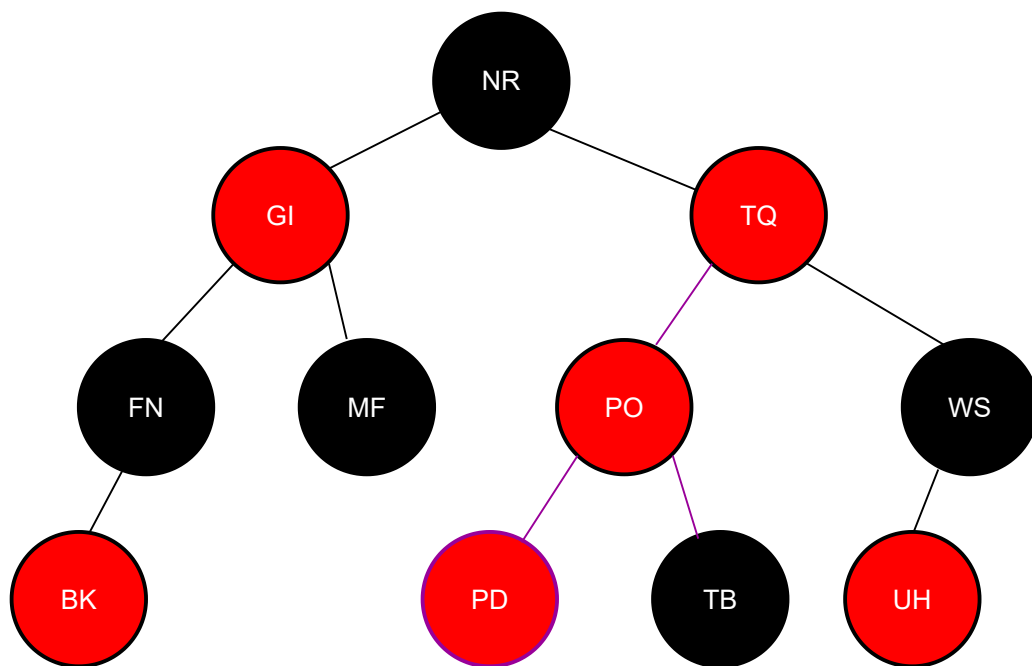


Caso 1

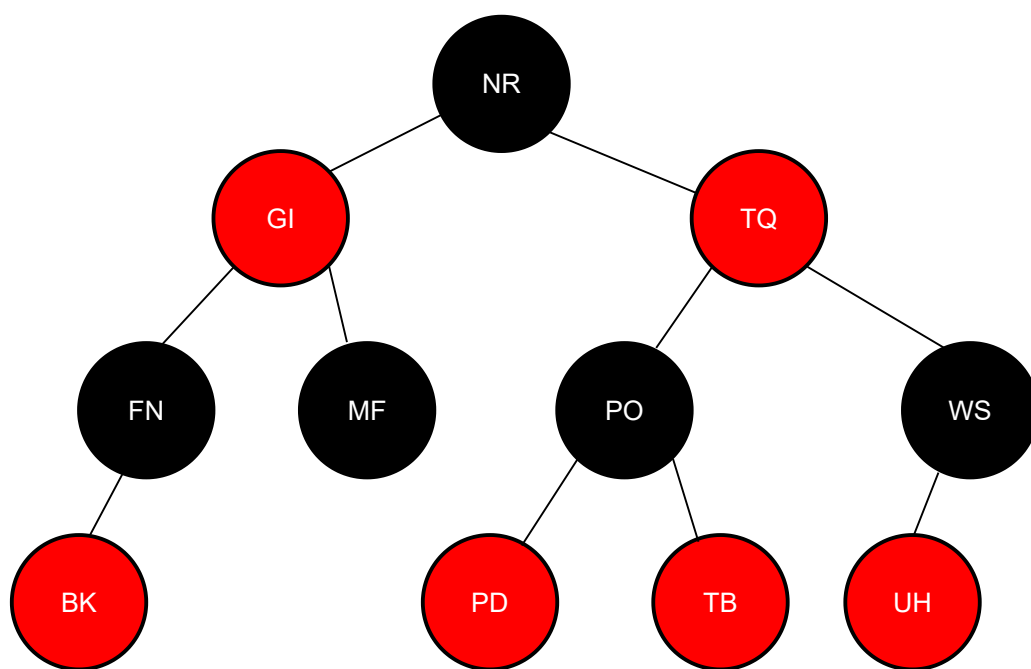


Altera a cor do pai,tio e avô





Rotação à direita



Altera a cor do pai e do avô