

~~void inorder~~

```

void inorderit (ArvBin a)
{
    stack s1 = NULL;

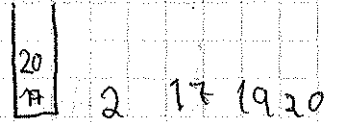
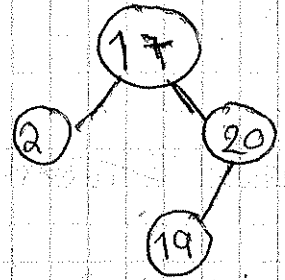
```

```

while ( )
{
    if (aux -> esq)
        s1 = push(s1, aux);
    aux =

```

Fail



```

while ( )

```

```

{
    if (aux -> esq)
        aux = aux -> esq;
}

```

trabalhar com uma função iterativa é complicado!

```

ArvBin doubletree (ArvBin a)

```

```

{
    ArvBin aux;
    aux = ... malloc ...;
    aux -> valor = a -> valor;
    aux -> esq = doubletree(a -> esq);
    aux -> dir = NULL;
    a -> esq = aux;
}
return doubletree(a -> dir);

```

LE1-T-(58)

return a;

}

~~list AnuBin a~~

list AnuBin a list (AnuBin a)

{
~~list res = NULL;~~

if(a)
{

return

append (comlist (AnuBinlist (a -> esq), a -> valor),

anuBinlist (a -> dir);

};
else

return NULL;

}