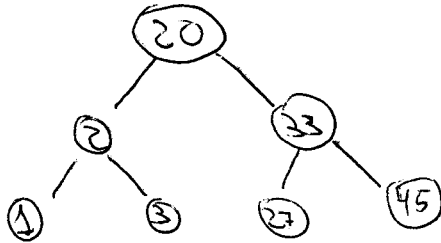


```

ArvBin  insereArvBin (ArvBin a, int elem);
ArvBin  removeArvBin (ArvBin a, int elem);
Void    inorder (ArvBin a);
Void    preorder (ArvBin a);
Void    posorden (ArvBin a);

```

endif



```

ArvBin  insereArvBin (ArvBin a, int elem)
{
    ArvBin aux;
    if (!a)
    {
        aux = (ArvBin) malloc (sizeof (Node ArvBin));
        aux->valor = elem;
        aux->esq = NULL;
        aux->dir = NULL;
        return aux;
    }
    else
    {
        if (a->valor < elem)
            a->dir = insereArvBin (a->dir, elem);
        else
            a->esq = insereArvBin (a->esq, elem);
        return a;
    }
}

```

```

Void  inorder (ArvBin a)
{
    if (a)
    {
        inorder (a->esq);
        printf ("%d", a->valor);
        inorder (a->dir);
    }
}

```