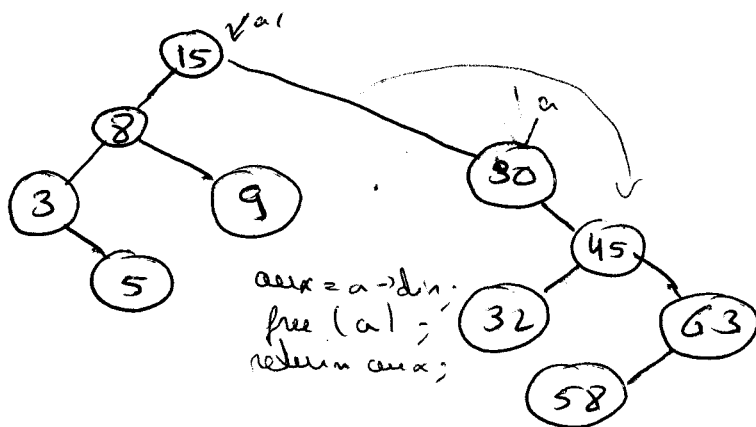


04-05-2009

```

typedef struct sArvBin
{
    int valor;
    struct sArvBin * esq, * dir;
} ArvBin, Nodo ArvBin;

```



```

ArvBin minABin(ArvBin a)
{
    if (!a)
        return NULL;
    else
        if (a->esq)
            return minABin(a->esq);
        else
            return a;
}

```

```

ArvBin remABin(ArvBin a, int elem)
{
    if (!a) return a;
    else
        if (a->valor > elem)
        {
            a->esq = remABin(a->esq, elem);
            return a;
        }
        else
        {
            if (a->valor < elem)
            {
                a->dir = remABin(a->dir, elem);
                return a;
            }
            else
            {
                if (isEmpty(a))
                {
                    free(a);
                    return NULL;
                }
                else
                {
                    if (maxArvBin(a->esq))
                    {
                        aux = maxArvBin(a->esq);
                        a->valor = aux->valor;
                        a->esq = remABin(a->esq, aux->esq);
                        return a;
                    }
                }
            }
        }
}

```

⊛ {