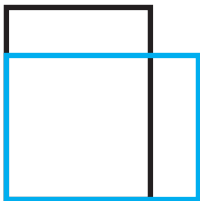


Podremos librarnos de aproximadamente la mitad de los casos, si hacemos la siguiente conversión:

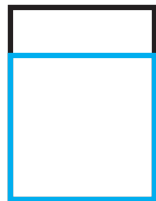
```
If (izq1>izq2)
  { int tmp1 = izq1, tmp2 = der1, tmp3 = alt1;
    izq1=izq2;
    der1=der2;
    alt1=alt2;
    izq2=tmp1;
    der2=tmp2;
    alt2=tmp3; }
```

Luego, los casos son:

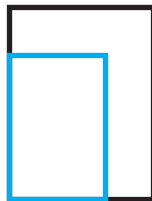
a) $izq1 == izq2$ y $alt1 < alt2$



der1>der2



der1==der2



der1<der2

b) $izq1 <= izq2$ y $alt1 == alt2$ y $izq2 <= der1$



der1>der2



der1==der2

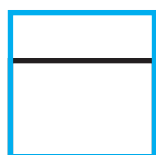


der1<der2

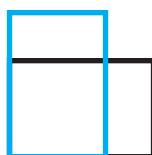
c) $izq1 == izq2$ y $alt1 > alt2$ y $izq2 <= der1$



der1>der2

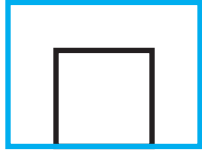


der1==der2



der1<der2

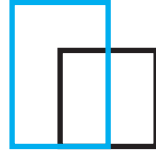
d) $izq1 < izq2$ y $alt1 > alt2$ y $izq2 \leq der1$



$der1 > der2$

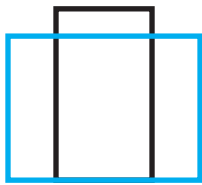


$der1 == der2$



$der1 < der2$

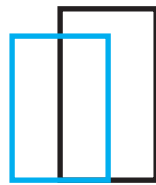
e) $izq1 < izq2$ y $alt1 < alt2$ y $izq2 \leq der1$



$der1 > der2$



$der1 == der2$



$der1 < der2$

e) como último caso:

