

14%

1) 1, 2, 3, 4, 5, 6, 1, 2, 3, 6, 2, 3 will be returned

```
struct Node {
```

```
    int val
```

```
    Node* next;
```

```
};
```

```
Node* llrec(Node* in1, Node* in2)
```

```
{
```

```
    if (in1 == nullptr) {
```

```
        return in2;
```

```
    else if (in2 == nullptr) {
```

```
        return in1;
```

```
    }
```

```
    else {
```

```
        in2->next = llrec(in2->next, in1->next);
```

```
        return in1;
```

~~During the 1st iteration
{ 1, 2, 3, 4, 5, 6 } is
returned
However~~

{ 6 } \rightarrow next, llrec { 2, 3 } NOW

is the last value

that is returned

So...

llrec is { 2, 3 }

Then { 6, 2, 3 }

Then { 1, 2, 3, 6, 2, 3 }

Then { 1, 2, 3, 4, 5, 6, 2, 3 }

b) if 1 = null at in2 = 2, only 2 is returned
because llrec(null, 2) \Rightarrow 2