4)

q.

```
struct Node {
    int val;
    Node*  next;
};

Node* llrec(Node* in1, Node* in2)
{
    if(in1 == nullptr) {
        return in2;
    }
    else if(in2 == nullptr) {
        return in1;
    }
    else {
        in1->next = llrec(in2, in1->next);
        return in1;
    }
}
```

q. in1 = 1, 2, 3, 4

in2 = 5, 6

in1->next = llrec(5, 2) → 5

in1 = 1 in2 = 2

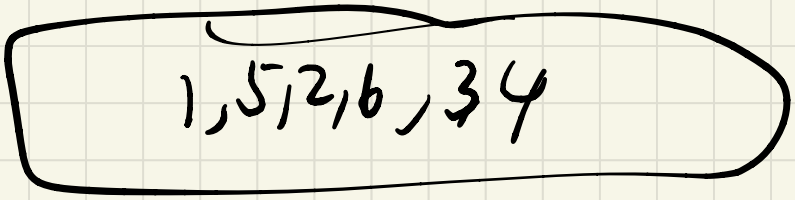
in1->next = llrec(2, 6) → 2

in1 = 2 in2 = 6

ln1->next = rec(6, 3) -> 6

ln1 = 6 ln2 = 6

ln1->next = rec(3, null) -> 3



3.

ln1->next = rec(2, null) = 2

ln1 = 2 ln2 = null