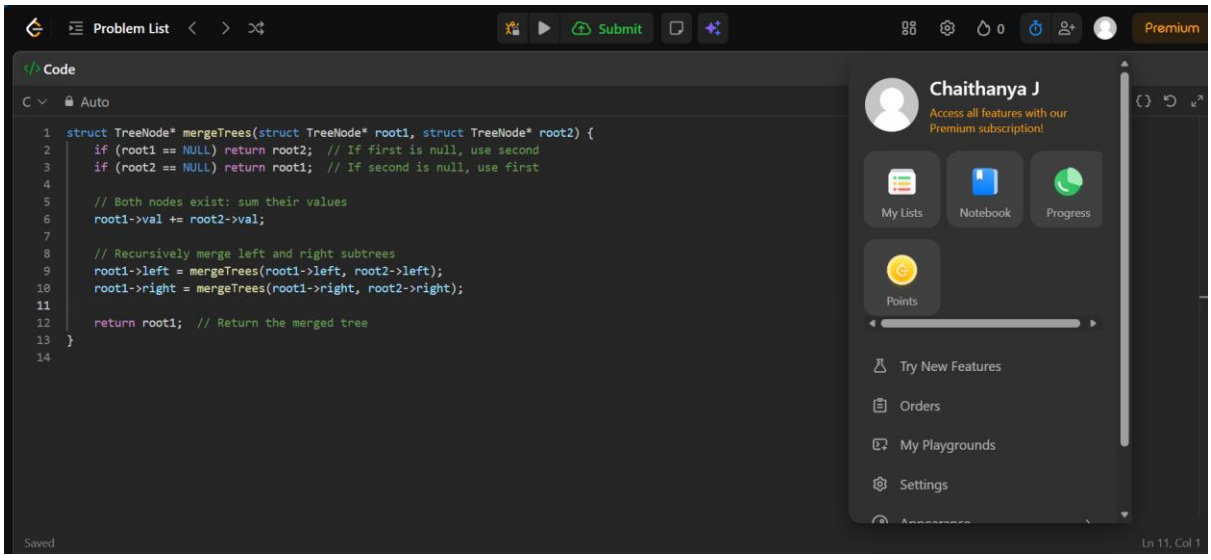
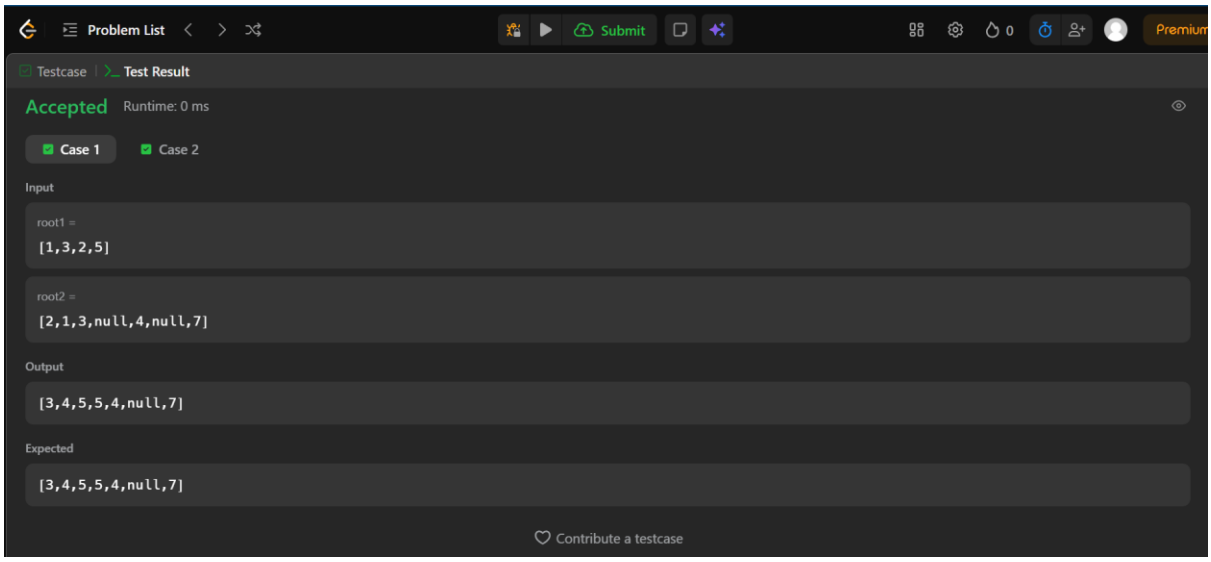
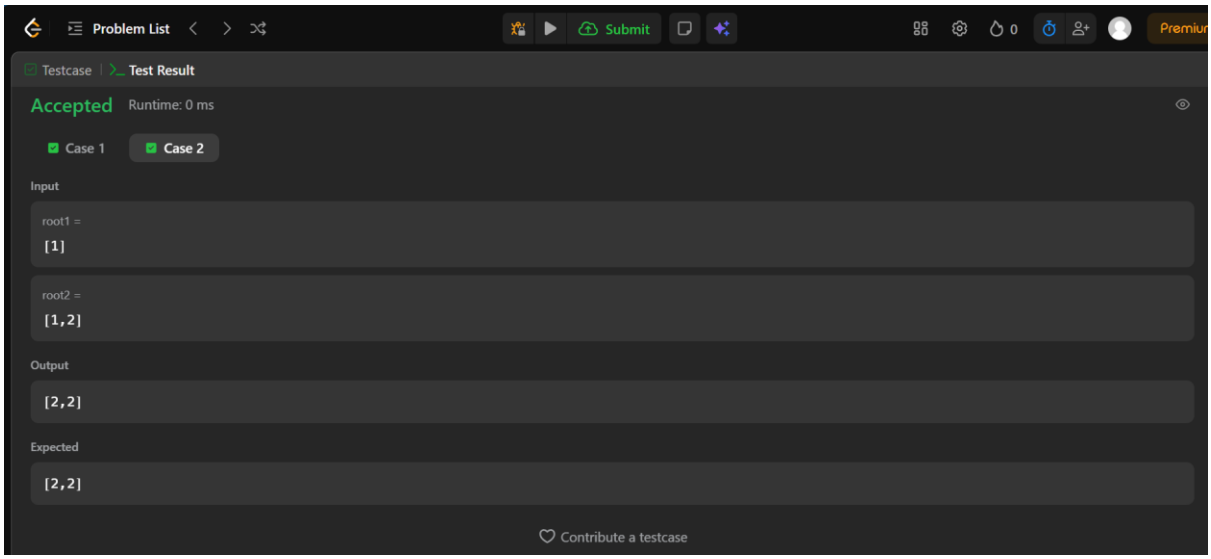
Leetcode:

```
struct TreeNode* mergeTrees(struct TreeNode* root1, struct TreeNode* root2) {
    if (root1 == NULL) return root2;  // If first is null, use second
    if (root2 == NULL) return root1;  // If second is null, use first

    // Both nodes exist: sum their values
    root1->val += root2->val;

    // Recursively merge left and right subtrees
    root1->left = mergeTrees(root1->left, root2->left);
    root1->right = mergeTrees(root1->right, root2->right);

    return root1;  // Return the merged tree
}
```



OUTPUT:





OBSERVATION:

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Leetcode :-

Merge two Binary Trees.

Code :-

```
struct TreeNode* mergeTrees(struct TreeNode* root1, struct TreeNode* root2)
{
    if (root1 == NULL) return root2;
    if (root2 == NULL) return root1;

    root1->val += root2->val;
    root1->left = mergeTrees(root1->left, root2->left);
    root1->right = mergeTrees(root1->right, root2->right);

    return root1;
}
```

Output of Case 1 :-

Input => root 1 = [1, 3, 2, 5]
root 2 = [2, 1, 3, null, 4, null, 7]

Ouput => [3, 4, 5, 5, 4, null, 7]

Case 2 :-

Input : root 1 = [1] root 2 = [1, 2]
Ouput : [2, 2].