

```
typedef struct node_t {
    int value;
    struct node_t * next;
} node_t;
```

```
// pre condition: "acyclic structure"
node_t * add(node_t * l, int v) {
```

A |     if (l == NULL) {

B |         l = malloc(sizeof(node\_t));

   |         l->value = v; return l;

   |     }

C |     l->next = add(l->next, v);

D |     return l;

   |     }

