

```

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

```

// pre condition: "acyclic structure"

```

node_t * add(node_t * l, int v) {
    if (l == NULL) {
        l = malloc(sizeof(node_t));
        l->value = v; return l;
    }
    l->next = add(l->next, v);
    return l;
}

```

