

```

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

```

// precondition: "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;
}

```

