```
tvpedef struct node_t {
    int value;
    struct node_t * next;
   } node t:
                                                                                      \bigcirc \circ_1 - > \text{next} = \circ_1
   node_t * add(node_t * 1, int v) {
                                                                                            X acyclic
A \mid if (1 == NULL) 
      1 = malloc(sizeof(node_t));
      1->value = v; return 1;
C \mid 1-\text{next} = \text{add}(1-\text{next}, v);
DI return 1;
                                                                                     o_2 \rightarrow next = o_1 \quad o_2 \rightarrow next = o_2
                                                                                        Xacvelie
                                                                                                      X acvelie
```