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

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// 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;

 | }

