IBMI9CS044 Merge

```
Void merge( Struct node *temp1,
                    struct node *temp2)
{
  Struct node *newnode, *current;
    //temp = head1;
    //temp = head2;

  while(temp1 != NULL && temp2 != NULL)
  {
  newnode = (Struct node*) malloc (sizeof(Struct node));
   newnode -> next = NULL;

  if(temp1 -> data < temp2 -> data)
  {
   newnode -> data = temp2 -> data;
    temp1 = temp1 -> next;
  }
  else
  {
   newnode -> data = temp2 -> data;
```

```
        temp2 = temp2 -> next;
    }
    if (third == NULL)
    {
        third = newnode;
        current = newnode;
    }
    else
    {
        current -> next = newnode;
        current = newnode;
    }
}
if (temp1 == NULL)
{
    while (temp2 != NULL)
    newnode = (struct node*) malloc (sizeof (struct node));
    newnode -> data = temp2 -> data;
    newnode -> next = NULL;
    if (third == NULL)
    {
        third = newnode;
        current = newnode;
    }
}
```

```
else
{
 current -> next = newnode;
  current = newnode;
}
  temp2 = temp2 -> next;
}
}
else
{
 while (temp1 != NULL)
 {
newnode = (struct node*) malloc (size of (struct node));
 newnode -> data = temp1 -> data;
  newnode -> next = NULL;
  if (head = NULL)
  {
   head = newnode;
   current = newnode;
}
else
{
   current -> next = newnode;
    current = new node;
 temp1 = temp -> next;
}
```