2

```
struct nodo *crea_nodo2(struct nodo *p, int val)
{

if(p==NULL) {
  p = (struct nodo *) malloc( sizeof( struct nodo ) );
  p->inf = val;
  p->occorrenze = 1;
  p->alb_sin = NULL;
  p->alb_des = NULL;
}
else {
  if(val > p->inf)
    p->alb_des = crea_nodo2(p->alb_des, val);
  else
    if(val < p->inf)
      p->alb_sin = crea_nodo2(p->alb_sin, val);
    else
      ++p->occorrenze;
}
return(p);
}
```