P4. LLRT.

```
if (in1 == nullptr) {
    return in2;          ... ①
}
else if (in2 == nullptr) {
    return in1;          ... ②
}
else {
    in1->next = llrec(in2, in1->next);
    return in1           ... ③
}
```

in1 = 1, 2, 3, 4.

in2 = 5, 6

First turn.

enter part ③

① = llrec(in2, in1->next)

Now: in2: 5 → 6.

in1->next: 2 → 3 → 4.

Second turn. enter part ③

5 → = llrec(2 → 3 → 4, 6)

Third turn enter part ③

2 → = llrec(6, 3 → 4)

Fourth Turn

3 → = llrec(3 → 4, nullptr)

Fifth turn; enter ②

return 3 → 4

Go Back the Recursion.

and circle all elements in Final in1 linked list

∴ returned: 1 → 5 → 2 → 6 → 3 → 4

6. in1 = nullptr, in2 = 2 ∵ in1 == nullptr ∴ enter ①

return in2 ∴ return: 2.