```
#include <iostream>
using namespace std;
class node{
   public:
int info;
node *next;


   node(int n){
      info = n;
      next = nullptr;

   }

};

void pri(node*n){
while(n !=nullptr){
cout<<n->info;
n = n->next;
}
cout<<endl;


}

node* sum(node *h1,node *h2){

   node *h3 ;
   int remainder =0;
   node *current = new node(0) ;
   int coun = 0;
   pri(h1);
   pri(h2);
   while(h1 !=nullptr && h2!=nullptr){
         cout<<"="<<endl;

      int sum = (h1->info +h2->info+remainder)%10;
      if((h1->info +h2->info+remainder)>9){
         remainder= 1;
      }
      else{
         remainder =0;
      }
      cout<<"="<<endl;
      node *n1 = new node(sum);

      current->next = n1;
      current =n1;
```

```
    if(coun==0){
        h3 = n1;
    }
    cout<<"="<<endl;
    coun++;
    h1 = h1->next;
    h2 = h2->next;

}
while (h1 !=nullptr){
        cout<<"=="<<endl;
    int sum = (h1->info +remainder)%10;
    if(h1->info +remainder>9){
        remainder= 1;
    }
    else{
        remainder =0;
    }

    node *n1 = new node(sum);
    current->next = n1;
    current =n1;


    coun++;
    h1 = h1->next;


}
while (h2 !=nullptr){
        cout<<"==="<<endl;
    int sum = (h2->info +remainder)%10;
    if(h2->info +remainder>9){
        remainder= 1;
    }
    else{
        remainder =0;
    }

    node *n1 = new node(sum);
    current->next = n1;
    current =n1;


    coun++;
    h2 = h2->next;
```

```
    }
    return h3;



}



int main(){


    node *n1 = new node(3);
    n1->next = nullptr;
    node *n2 = new node(4);
    n2->next = n1;
    node *n3 = new node(2);
    n3->next = n2;
     node *head1 = n3;
     pri(head1);


    node *n4 = new node(4);
    n4->next = nullptr;
    node *n5 = new node(6);
    n5->next = n4;
    node *n6 = new node(5);
    n6->next = n5;
     node *head2 = n6;
     pri(head2);

     node *ans = sum(head1,head2);
     pri(ans);







}
```