10 → 20, → 30 → 40, → arrall ([10, 20, 30, 40]) 10 -> [20] -> [30]. inden = 0 Current-mode = 10 current mode. nent = cur 2LL (arr, indent) 20 -> 30 -> 40 -> inclen = 1 current mode, ment = arr 2LL (arr, Inden+1) current node = 20 inder = 2 [30]->[40] Curretnude. sent = arr 2L1 (arr, inden+1) current mode = 30 inden = 3 curret-rock. ment = arr ? LL (arr, index +1) 5 inden = 4 Base ease - treturn

function earl order

arn Sum ([7, 2, 5, 0, 3])
$$= 17$$

atom ([7, 2, 5, 0, 3]) $= 17$

atom (and [1:])

 $= 17$

atom (and [2:])

atom (and [2:]

findman (head) & 25 -> Final output = 25 ->[5]. Road Temp max = 10 Teturn 10 < 25 : mp x = 25 -125]man = 20 man-node-rest = flord-man (texp. next) 25 5-125,-3 man-node-rest = find-man(timp-nent) 25.

Thim 5/25 : man = 25) Temp max-mode- ret = [Blod-max (texp. sent)] } temp ment is more. return value (3) Tur,