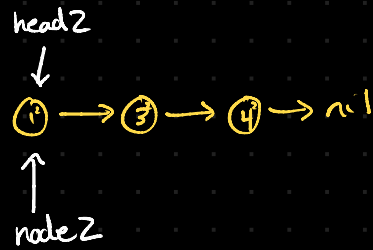
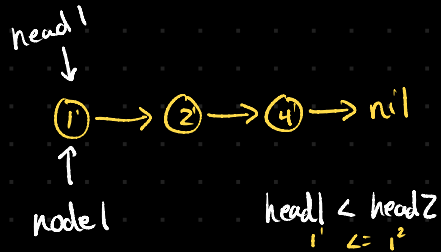


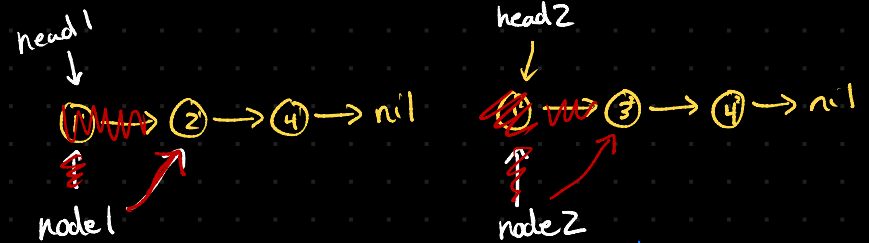
Wow: maybe I am not good at coding Swift lol

optionals, unwrapping, looping, iterating, appending
— use visuals to see!

① Base



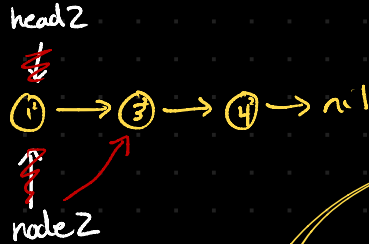
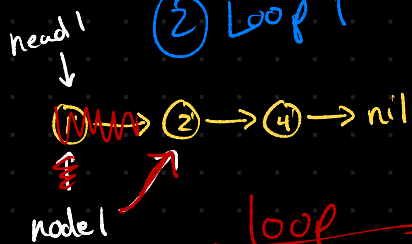
③ Loop 2



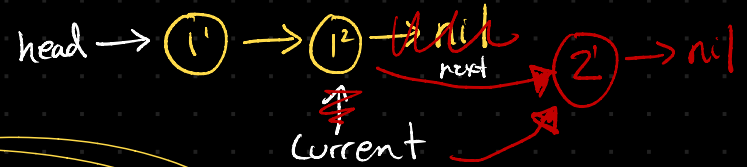
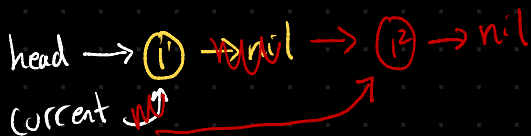
$node1.val \leq node2.val$
 $\underline{z^1} \leq 3^2$



② Loop 1



$node1.val \leq node2.val$
 $\underline{z^1} \leq 1^2$



Bugs

1. optional / non-optional logic
2. Build errors w/ optionals
3. Was setting on list to nil too early
head = list 2
head?.next = nil
node 2 = node2?.next

1 h 21 min