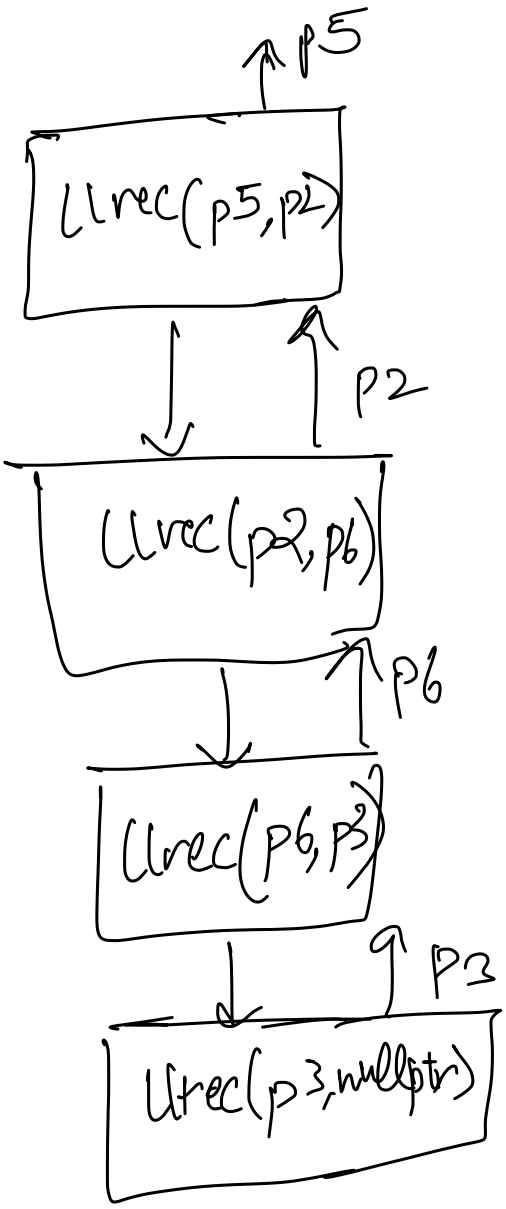
Problem-4 Linked List Tracing

```
struct Node {
    int val;
    Node* next;
};
Node* llrec(Node* in1, Node* in2)
    if (in1 == nullptr)
    { return in2;
    }
    else if (in2 == nullptr)
    { return in1;
    }
    else
    {
        in1->next = llrec(in2, in1->next)
        return in1;
    }
```

a: in1 = 1, 2, 3, 4 (p1 p2 p3 p4)

in2 = 5, 6 (p5 p6)

llrec(p1, p5)
starting point.



b. in 1 = nullptr in 2 = 2;

llrec(nullptr, p2)

p2