```
SinglyLinkedListNode* mergeLists(SinglyLinkedListNode* head1, SinglyLinkedListNode* head2) {
  SinglyLinkedListNode *head3 = NULL, *t1 = head1, *t2 = head2, *t3 = NULL;
  while (t1 != NULL && t2 != NULL) {
    SinglyLinkedListNode* newNode = malloc(sizeof(SinglyLinkedListNode));
    if (t1->data < t2->data) {
      newNode->data = t1->data;
      t1 = t1->next;
    } else {
      newNode->data = t2->data;
      t2 = t2->next;
    }
    newNode->next = NULL;
    if (head3 == NULL) {
      head3 = newNode;
      t3 = head3;
    } else {
      t3->next = newNode;
      t3 = newNode;
    }
 }
```

```
// If one of the lists is not fully processed, append the remaining elements to the merged list.
  if (t1 != NULL) {
    if (head3 == NULL) {
      head3 = t1;
    } else {
      t3->next = t1;
    }
  }
  if (t2 != NULL) {
    if (head3 == NULL) {
      head3 = t2;
    } else {
      t3->next = t2;
    }
  }
  return head3;
}
```

