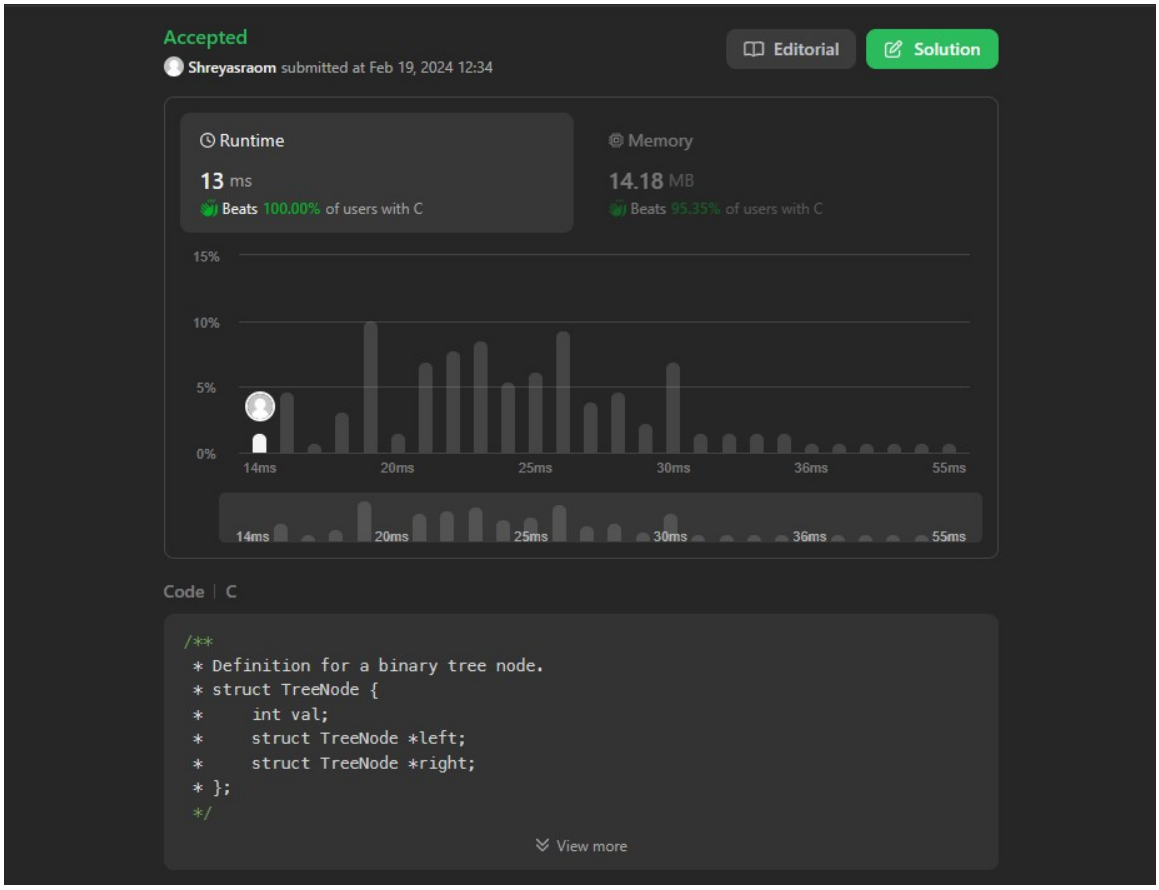
```
/**
 * Definition for a binary tree node.
 * struct TreeNode {
 *     int val;
 *     struct TreeNode *left;
 *     struct TreeNode *right;
 * };
 */
struct TreeNode* mergeTrees(struct TreeNode* root1, struct TreeNode* root2) {
    if(root1 == NULL)
      {
         return root2;
      }
      if(root2 == NULL)
      {
         return root1;
      }

      root1->val += root2->val;
      root1->left = mergeTrees(root1->left,root2->left);
      root1->right = mergeTrees(root1->right,root2->right);

      return root1;
}
```


Accepted
Shreyasraom submitted at Feb 19, 2024 12:34
Editorial
Solution
Runtime
13 ms
Beats 100.00% of users with C
Memory
14.18 MB
Beats 95.35% of users with C
15%
10%
5%
0%
14ms
20ms
25ms
30ms
36ms
55ms
Code | C
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