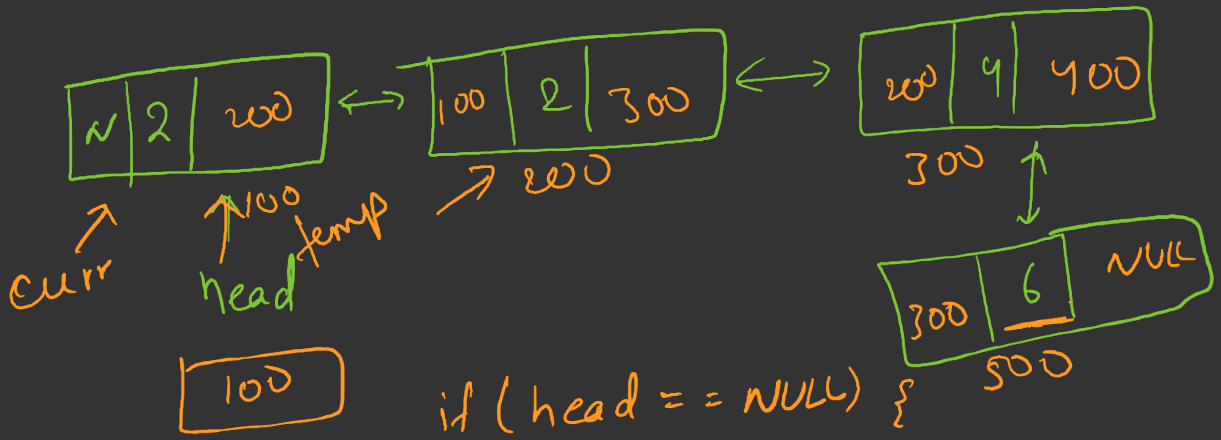
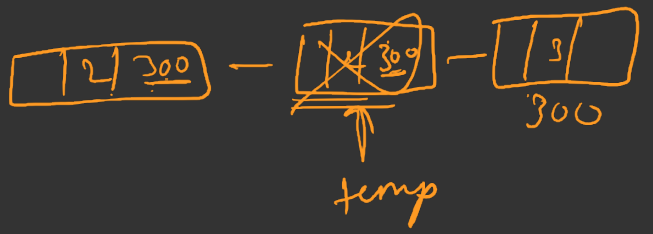
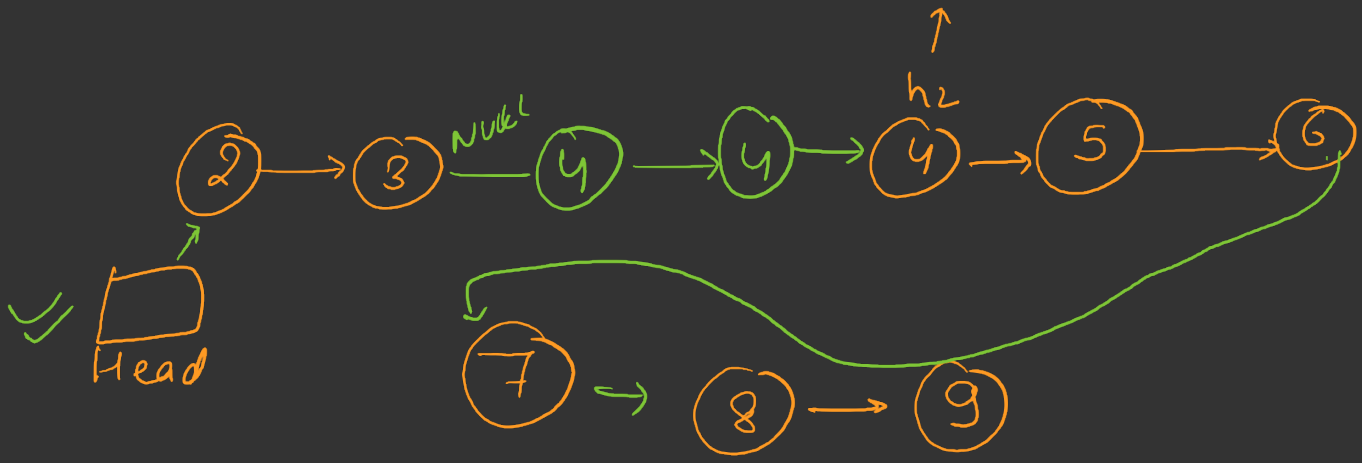


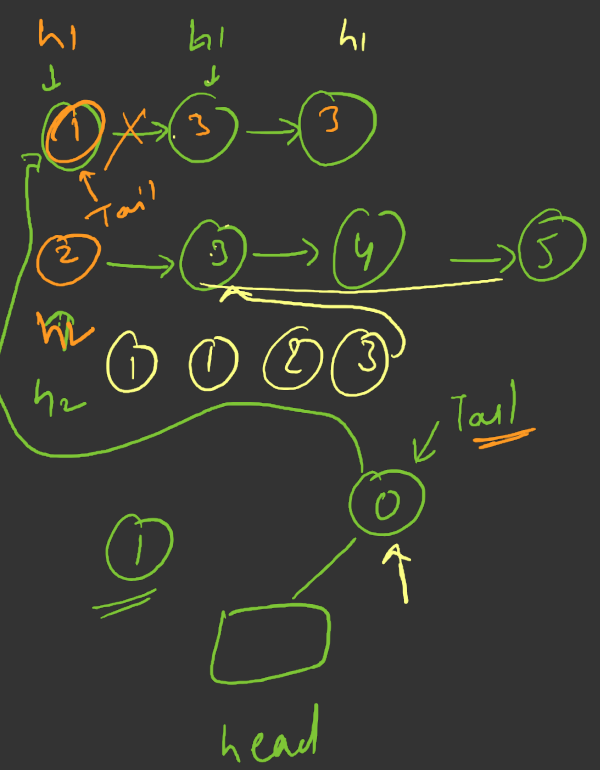

```
if (head == NULL) {
    return head;
}

Node *curr = head;
```

```
if( head == NULL){
    return head;
}
Node * curr = head;
if( curr != NULL && curr->next != NULL){
    if( curr->data == curr->next->data){
        Node * temp = curr->next
        curr->next = curr->next->next;
        delete temp;
    }
else{
    curr = curr->head
    return head;
```








```
Node * head = new Node(0)
Node * tail = head;
while (h1 && h2) {
  if (h1 -> data <= h2 -> data) {
    Tail -> next = h1
    h1 = h1 -> next;
    Tail = Tail -> next;
    Tail -> next = NULL;
  }
  else {
    Tail -> next = h2;
    h2 = h2 -> next;
    Tail = Tail -> next;
  } } Tail -> next -> NULL;
```

```
if (h1){
} Tail->next = h1;
else{
    Tail->next = h2;
    }

Tail = head;
head = head->next;
delete Tail;
return head;
```

head

```
Node *curr = head
int c0 = 0, c1 = 0, c2 = 0;
while (curr){
 if (curr->data == 0) {
    c0 ++;
  }
else if (curr->data == 1) {
    c1 ++;
   }
 else
    c2 ++;
   }
curr = curr->next;
}
curr = head;
while(c0--){
  curr->data = 0;
   curr = curr->next;
  }
```

```
while (c1--) {
    curr->data = 1
    curr = curr->next;
}

while (c2--) {
    curr->data = 2
    curr = curr->next;
}
return head;
```