

# Problem 4.)

Final output  $\rightarrow [1, 2, 1, 2, 3, 1, 2, 3, 4, 5, 6]$

```

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;
    }
}

```

$in1 = 1, 2, 3, 4$

$in2 = 5, 6$

- ①  $in1 = 1, in2 = 5, 6$
- ②  $in1 = 2, in2 = 5, 6$
- ③  $in1 = 3, in2 = 5, 6$
- ④  $in1 = 4, in2 = 5, 6$
- ⑤  $in1 = NULL, in2 = 5, 6$

$in1 \rightarrow 4 \rightarrow 5 \rightarrow 6$

$123456$

$3 \rightarrow 123456$

$123123456$

$2 \rightarrow 123123456$

$1 \rightarrow 2123123456$

$12123123456$

- ① passes pointer to 1 from  $in1$ , and 5 from  $in2$
  - ② iterates through 1, 2, 3, 4 until it hits NULL
  - ③ will execute the first if statement and will return  $in2$ , which is  $[5, 6]$  to the previous iteration
  - ④ will assign  $in1 \rightarrow next$  (which is pointing at 4) to  $[5, 6]$  so now it will be  $4 \rightarrow 5 \rightarrow 6$
  - ⑤ Returns  $in1$  to previous call which is now  $123456$
  - ⑥  $in1$  (which is 3 currently) will point to  $123456$
  - ⑦ returns  $in1$  which is now  $3123456$
  - ⑧  $in1$  is pointing at 2 which now points to  $3123456$
  - ⑨ returns  $in1$  as  $23123456$
  - ⑩  $in1$  points at 1 which now points to  $23123456$
- $in1$  is now  $123123456$

```
struct Node {
    int val;
    Node* next;
};

Node* l1rec(Node* in1, Node* in2)
{
    if(in1 == nullptr) {
        return in2;
    }
    else if(in2 == nullptr) {
        return in1;
    }
    else {
        in1->next = l1rec(in2, in1->next);
        return in1;
    }
}
```

in1\* points to 1      in1 = (1, 2, 3, 4)      in2 = (5, 6)  
in1->next points to 2 1 2 3 1 2 3 4 5 6  
in1 = 1 2 1 2 3 1 2 3 4 5 6

in1\* points to 2  
in1->next points to 1 2 3 1 2 3 4 5 6  
in1 = 2 1 2 3 1 2 3 4 5 6

① in1 → 1, in2 → 5  
else  
{ in1->next = l1rec((5, 6), 2) }

② in1 → 2, in2 → 5  
else  
{ in1->next = l1rec((5, 6), 3) }

③ in1 → 3, in2 → 5  
else  
{ in1->next = l1rec((5, 6), 4) }

④ in1 → 4, in2 → 5  
else  
{ in1->next = l1rec((5, 6), nullptr) }

⑤ in1 → nullptr, in2 → 5  
if (in1 == nullptr) // in1 == nullptr ✓  
{ return in2 }  
in2 = (5, 6)

in1\* points to 3  
in1->next points to [1 2 3 4 5 6]  
in1 = 1 2 3 1 2 3 4 5 6  
returns in1 to iteration(2)

in1->next = (5, 6)  
in1\* points to 4,  
in1->next = 5, 6  
at this iteration, in1 = [1, 2, 3, 4, 5, 6]  
returns in1 // in1 = [1 2 3 4 5 6]

## Part 4 Question B



```
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;
    }
}
```

in1 = nullptr, in2 = 2

function llrec(in1, in2)

⇒ llrec(null, {2})

only {2} is returned