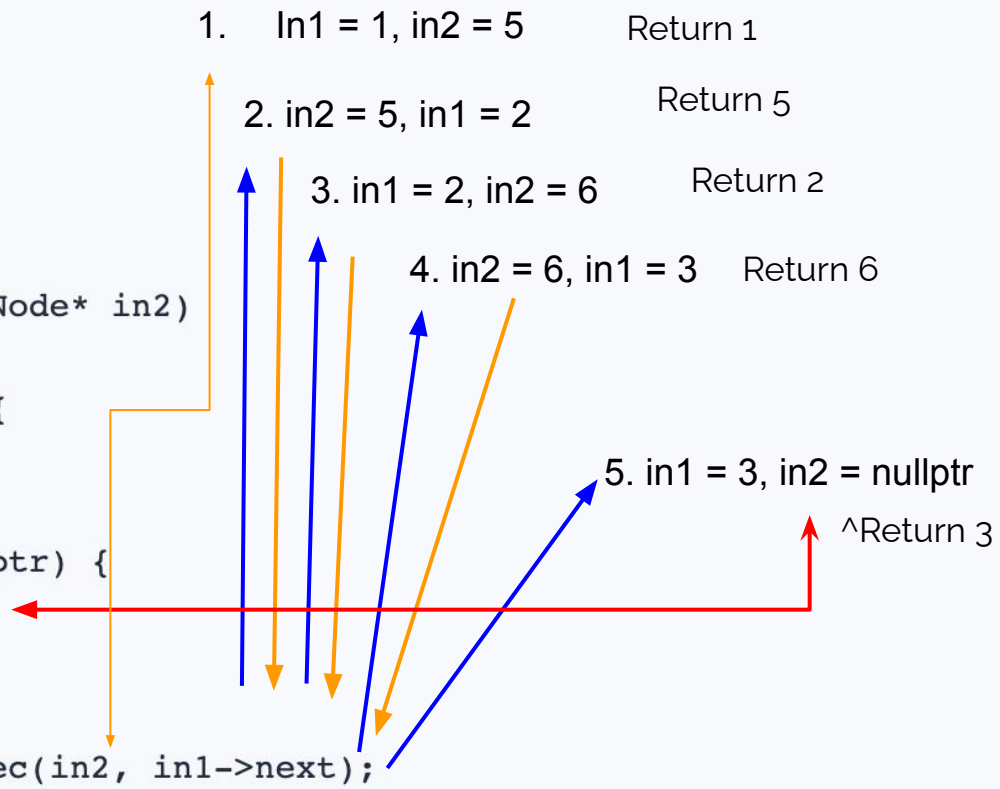```cpp
struct Node {
    int val;
    Node* next;
};

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;
    }
}
```

1. In1 = 1, in2 = 5          Return 1

2. in2 = 5, in1 = 2          Return 5

3. in1 = 2, in2 = 6          Return 2

4. in2 = 6, in1 = 3     Return 6

5. in1 = 3, in2 = nullptr

^Return 3

```cpp
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)

Return 2