Solution 1   Solution 2

```go
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package main

type LinkedList struct {
  Value int
  Next  *LinkedList
}

// O(n + m) time | O(1) space - where n is the number of nodes in the first
// Linked List and m is the number of nodes in the second Linked List
func MergeLinkedLists(headOne *LinkedList, headTwo *LinkedList) *LinkedList {
  p1 := headOne
  var p1Prev *LinkedList
  p2 := headTwo
  for p1 != nil && p2 != nil {
    if p1.Value < p2.Value {
      p1Prev = p1
      p1 = p1.Next
    } else {
      if p1Prev != nil {
        p1Prev.Next = p2
      }
      p1Prev = p2
      p2 = p2.Next
      p1Prev.Next = p1
    }
  }

  if p1 == nil {
    p1Prev.Next = p2
  }

  if headOne.Value < headTwo.Value {
    return headOne
  }
  return headTwo
}
```