Write out interleave, which returns a stream that alternates between the values in stream1 and stream2.

Working with an example:

```
Stream1 = 1, 3, 5, 7, ...

Stream2 = 2, 4, 6, 8, ...

\rightarrow result = 1, 2, 3, 4, 5, ...
```

Like the previous problem, you CAN just do something like:

```
(cons-stream (car stream1) (cons-stream (car stream2))))
```

But we can do better. We know that we have to return (car stream) the first time. So we know that some of the solution must look like this:

```
(cons-stream (car stream1) ... )
```

We want the rest (...) to just be a recursive call back to interleave. Now we know that no matter what, recursively calling interleave will force (car stream1) to be the next element. But we want to do (car stream2). How do we make stream1 be stream2? We flip them!

```
(cons-stream (car stream1) (interleave stream2 (cdr-stream stream1)))
```

Done!