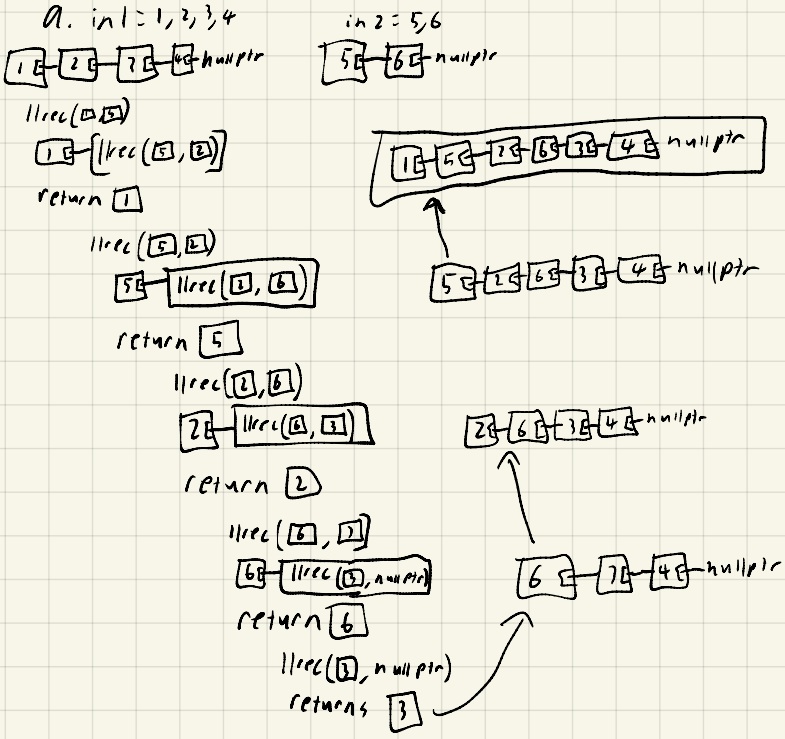
```cpp
struct Node {
    int val;
    Node*  next;
};

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;
    }
}
```

a. in1 = 1, 2, 3, 4 in2 = 5, 6




b. in1 = nullptr in2 = 2