

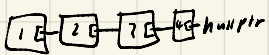
```

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

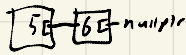
Node* llrec(Node* in1, Node* in2)
{
    if(in1 == nullptr) {
        return in2;
    }
    else if(in2 == nullptr) {
        return in1;
    }
    else {
        in1->next = llrec(in2, in1->next);
        return in1;
    }
}

```

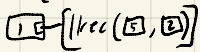
a. in1 = 1, 2, 3, 4



in2 = 5, 6

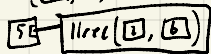


llrec(1, 5)



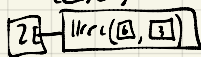
return 1

llrec(5, 2)



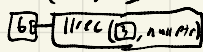
return 5

llrec(2, 6)



return 2

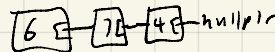
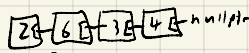
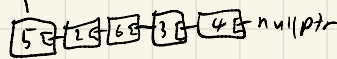
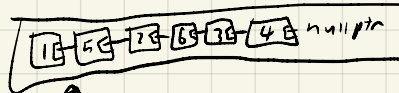
llrec(6, 3)



return 6

llrec(3, nullptr)

returns 3



b. in1 = nullptr in2 = 2
nullptr 2 -> nullptr

llrec(nullptr, 2)

in1 == nullptr

→ return 2

