SLL diagram to be traced with code

head → Mert → Akshay → Chloe → Serena → null
Note: Red text after the return call

Recursive mystery method for tracing	Call 1	Call 2	Call 3	Call 4	Call 5

public class Node {
public String data;
public Node next;
}					

public Node func(Node node) {
if (node == null) {
return null;
}
	func (Mert)
	doesn’t enter if
		func (Akshay)
		doesn’t enter if
			func (Chloe)
			doesn’t enter if
				func (Serena)
				doesn’t enter if
					func (null)
					return null

node.next = func(node.next);	Mert.next = Akshay1332	Akshay.next = Serena1332	Chloe.next = Serena1332	Serena.next = null	

if (node.data.length() >= 6) {
node.data = node.data + "1332";
}
	doesn’t enter if	Akshay.length = 6
		Akshay = akshay1332
			doesn’t enter if	Serena.length = 6
				Serena = serena1332	

if (node.data.charAt(0) != 'C') {
return node;
}
	return Mert	return akshay1332	doesn’t enter if	return serena1332	

else {
return node.next;
}
			return serena1332		

}					