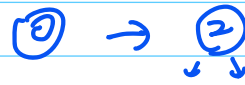


node = ①

initialize tail = dummy = ①

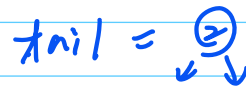
1st iter. (h=1)

(1) tail.next = node.left



dummy:
① → ②

(2) if tail.next:
tail = tail.next

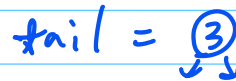


(3) tail.next = node.right



dummy:
① → ② → ③

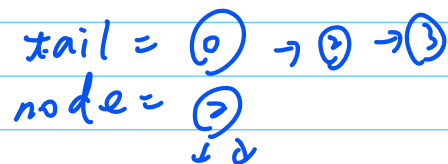
(4) if tail.next:
tail = tail.next



(5) node = node.next

node = None

(6) if not node:
tail = dummy
node = dummy.next



2nd iter. (h=2, left)

(1) tail.next = node.left

① → ④

dummy:

① → ④

(2) if tail.next:
tail = tail.next

tail = ④

(3) tail.next = node.right

④ → ⑤

dummy:

① → ④ → ⑤

(4) if tail.next:
tail = tail.next

tail = ⑤

(5) node = node.next

node = ③
↓ ↓

(6) if not node:

tail = dummy

X

node = dummy.next

3rd iter (h=2, right)

(1) tail.next = node.left

⑤ → None

dummy

① → ④ → ⑤ → None

(2) if tail.next:
tail = tail.next

X

(3) tail.next = node.right

⑤ → ⑦

dummy

① → ④ → ⑤ → ⑦

(4) if tail.next:

tail = tail.next

tail = ⑦

(5) node = node.next

node = None

(6) if not node:
tail = dummy
node = dummy.next

tail = ①
node = ④

4th iter (l_n = 3)

(1) tail.next = node.left

① → None

(2) if tail.next:
tail = tail.next

X

(3) tail.next = node.right

① → None

(4) if tail.next:
tail = tail.next

X

(5) node = node.next

node = ⑤

(6) if not node:
tail = dummy
node = dummy.next

X

5th iter

(1) tail.next = node.left

① → None

(2) if tail.next:
tail = tail.next

X

(3) tail.next = node.right

① → None

(4) if tail.next:

X

tail = tail.next

(5) node = node.next

node = ⑦

(6) if not node:

tail = dummy

node = dummy.next

X

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|
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