## **MERGE TWO BINARY TREES**

## **LEETCODE PROGRAM BATCH-3**

```
if (root1 == NULL)
    return root2;
if (root2 == NULL)
    return root1;

struct TreeNode* merged = (struct TreeNode*)malloc(sizeof(struct TreeNode));
merged->val = root1->val + root2->val;
merged->left = mergeTrees(root1->left, root2->left);
merged->right = mergeTrees(root1->right, root2->right);
```

return merged;

```
Accepted Runtime: 0 ms

• Case 1
• Case 2

Input

root1 = [1,3,2,5]

root2 = [2,1,3,null,4,null,7]

Output

[3,4,5,5,4,null,7]

Expected

[3,4,5,5,4,null,7]
```

```
Accepted Runtime: 0 ms

• Case 1 • Case 2

Input

root! = [1]

root2 = [1,2]

Output

[2,2]

Expected

[2,2]
```

## Merge TWO SORTED LINKED LISTS CODE

## **HACKERRANK PROGRAM BATCH-3**

```
if (head1 == NULL) return head2;
  if (head2 == NULL) return head1;

struct SinglyLinkedListNode* mergedHead = NULL;

if (head1->data <= head2->data) {
    mergedHead = head1;
    head1 = head1->next;
} else {
    mergedHead = head2;
    head2 = head2->next;
}
```

```
struct SinglyLinkedListNode* current = mergedHead;
while (head1 && head2) {
  if (head1->data <= head2->data) {
    current->next = head1;
    head1 = head1->next;
  } else {
    current->next = head2;
    head2 = head2->next;
  }
  current = current->next;
}
if (head1) {
  current->next = head1;
} else {
  current->next = head2;
}
```

return mergedHead;

