



100 != null ✓
 if (200 != null && 1 == 2) ✗
 else
 prev = 100

h = 200

200 != null ✓
 if (300 != null && 2 == 3) ✗
 else
 prev = 200
 head = 300

300 != null ✓

if (400 != null && 3 == 3) ✗

while (400 != null && 3 == 3)
 h = 400

while (400 != null && 3 == 4) ✗

prev.next = head.next
 200.next = 500
 head = 400.next
 = 500

while (500 != null)

if (600 != null && 4 == 4) ✗

while (600 != null && 4 == 4)
 {
 head = 600
 }

while (700 != null && 4 == 4) ✗

head = 700

while (800 != null && 4 == 5) ✗

200.next = 800

head = 800

800 != null ✓

800.next != null && ✗

else:
 prev = 800
 head = null

null != null ✗

return 100; ✓

