```c
struct node *MergeChart(struct node *head1, struct node *head2){
    struct node *head=head1, *p, *p1=head1, *p2=head2;
    while (p2) {
        p=p2;
        while (p1->next) {
            if(p2->num>p1->num&&p2->num<p1->next->num){
                p=p2->next;
                p2->next=p1->next;
                p1->next=p2;
                break;
            }
            else{
                p1=p1->next;
            }
        }
        if(!p1->next){
            p=p2->next;
            p2->next=NULL;
            p1->next=p2;
        }
    }
    return head;
}
struct node *MergeNode(struct node *head){
    struct node *p=head, *q;
    while (p->next) {
        if(p->num==p->next->num){
            q=p->next;
            p->next=p->next->next;
            p=p->next;
            free(q);
        }
    }
    return head;
}
```