

## 2) (10 pts) ALG (Linked Lists)

Consider the following code:

```
void doTheThing(node *head, node *current)
{
    if (current == NULL)
        return;

    else if (current == head->next)
    {
        if (current->data == head->next->next->data)
            doTheThing(head, head->next->next->next);
        else if (current->data == head->next->next->data + 1)
            doTheThing(head, head->next->next->next->next);
        else if (current->data == head->next->next->data + 5)
            doTheThing(head, current->next->next->next);
        else if (current->data == head->next->next->data + 10)
            doTheThing(head, head->next);
        else
            doTheThing(head, current->next);
    }

    else
        doTheThing(head, current->next);
}
```

Draw a linked list that simultaneously satisfies **both** of the following properties:

1. The linked list has **exactly four nodes**. Be sure to indicate the integer value contained in each node.
2. If the linked list were passed to the function above, the program would either crash with a segmentation fault, get stuck in an infinite loop, or crash as a result of a stack overflow (infinite recursion).

**Note:** When this function is first called, the head of your linked list will be passed as *both* arguments to the function, like so:

```
doTheThing(head, head);
```

**Hint:** Notice that all the recursive calls always pass *head* as the first parameter. So, within this function, *head* will always refer to the actual head of the linked list. The second parameter is the only one that ever changes.