

```
1) void inserisci(elem* l, int x)
   {   if (l == NULL)
       {   l = new elem;
           l->info = x;
           l->pun = NULL;
           return;
       }
       inserisci(l->pun, x);
   }

2) elem* unisci(elem* l1, elem* l2)
   {
       elem* p1=l1,*p2=l2,*l3=0;
       elem* p,*q=0;
       while(p1!=NULL && p2!=NULL)
       {   p=new elem;
           p->pun=0;
           if (p1->info<=p2->info)
           {   p->info=p1->info;
               p1=p1->pun;
               if (p->info==p2->info)
                   p2=p2->pun;
           }
           else
           {   p->info=p2->info;
               p2=p2->pun;
           }
           if (!l3) l3=p;
           else q->pun=p;
           q=p;
       }
       while (p1 || p2)
       {   p=new elem;
           p->pun=0;
           if (p1)
           {   p->info=p1->info;
               p1=p1->pun;
           }
           else
           {   p->info=p2->info;
               p2=p2->pun;
           }
           if (!q) l3=p;
           else q->pun=p;
           q=p;
       }
       return l3;
   }
```

```

3) int somma(int* vett, int N, int M){
    int somma=0;
    for(int i=0; i<N; i++)
        for (int j=0; j<M; j++)
            if ((i&&!(i%2))||!(j&&!(j%2)))
                somma+=vett[i*M+j];
    return somma;
}

```

4) $(111101010101000101001)_2$
-91

5) A = 4
B = 10
C = 5
C
A
B = 10
A = 6
B = 10
C = 5
E

6) (1)
?
Ecc 1
?
Ecc 1
a

(2)
?
Ecc. Main

(3)
?
Ecc. Main