



3. Write the function `lastTwo` that is passed the address of the head node of the list. The function prints the data of the last two nodes in the list. Nothing else is printed. You can assume that the list has at least two nodes.

```
typedef struct NODE {
    int data;
    struct NODE *next;
} node_t;
int lastTwo(node_t *curr) {
```

```
}
```

4. A BST is constructed in the usual way using the node definition below. **Write** the function

```
int sumNodeW2C( bst_node_t *curr)
```

that is passed address 0 or the address of the root node of the BST. It returns the sum of the data of all nodes that have two children.

```
typedef struct BST_NODE_T {
    int data;
    struct BST_NODE_T *left, *right;
} bst_node_t;
```

5. Write the function

```
int mirror(int n)
```

where  $n$  is a 32-bit int. The function returns 1 if the lower and upper halves are mirror images of each other and returns 0 otherwise.

**Mirror Image:** Bits  $b_{16+i}$  and  $b_{15-i}$  are equal for  $i = 0, 1, 2, \dots, 15$ .

