```c
#include <unistd.h>

int             not_seen_before(char *s, int max_pos, char c)
{
        int     i;

        i = -1;
        while(++i < max_pos)
                if (s[i] == c)
                        return (0);
        return (1);
}

void    ft_union(char *s1, char *s2)
{
        int     i;
        int     j;

        i = -1;
        while (s1[++i])
                if (not_seen_before(s1, i, s1[i]))
                        write(1, &s1[i], 1);
        j = -1;
        while (s2[++j])
                if (not_seen_before(s1, i, s2[j]) & not_seen_before(s2, j, s2[j]))
                        write(1, &s2[j], 1);
}

int     main(int ac, char **av)
{
        if (ac == 3)
                ft_union(av[1], av[2]);
        write(1, "\n", 1);
        return (0);
}
```