Detect-Make-Remove Cycle Linked List

```
//////// make a cycle function //////////
void makeCycle(Node* &head, int pos){
   Node* temp=head;
   Node* startNode;// points to start of cycle
   int count=1;
   while(temp->next!=NULL){
       if(count==pos){
          startNode=temp;
       }
       temp=temp->next;
       count++;
   }
   temp->next=startNode;// last node points to start of the cycle
bool detectCycle(Node* &head){
   Node* fast=head; //hare
   Node* slow=head; // tortoise
   while(fast!=NULL && fast->next!=NULL){ // if cycle is not present fast
will be first to traverse the list
       slow=slow->next;// moves one step at a time
       fast=fast->next->next;//moves two step at a time
       if(fast==slow){// fast and slow both poiting to same node means there
is a cycle
          return true;}}
       return false;}
void removeCycle(Node* &head){
   // bring the hare and tortoise to point to the same node then hare should
point to the head node and then again both should take the steps ahead
   Node* fast=head; //hare
   Node* slow=head; // tortoise
   do{
       slow=slow->next;
       fast=fast->next->next;
   }while(slow!=fast);
   fast=head;
   while(slow->next!=fast->next){
       slow=slow->next;
       fast=fast->next;
   }
   slow->next=NULL;
}
```

Append last K nodes at the start of Linked list

```
/////// function to find Length of Linked list///////
int length(Node* head){
    Node*temp=head;
    int 1=0;
    while(temp!=NULL){
        1++;
        temp=temp->next;
    return 1;
}
//////// append last k nodes to start//////
Node* knodes(Node* &head, int k){
    Node*tail=head;
    Node*newHead;
    Node*newTail;
    int leng=length(head);
    k=k%leng; // if k>leng, to make leng-k>0
    int count=1;
    while(tail->next!=NULL){
        if(count==(leng-k)){ // after which our k nodes start
            newTail=tail;
        }
        if(count==leng-k+1){
            newHead=tail;
        }
        tail=tail->next;
        count++;
    }
    newTail->next=NULL;
    tail->next=head;
    head=newHead;
    return newHead;
}
```