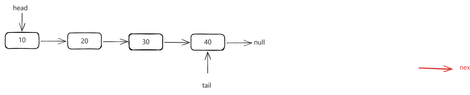
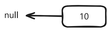
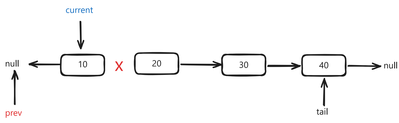


x issues with this implementation

current = head
prev = null
current.next = prev



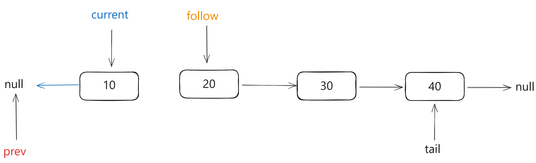
we lost the connection between the other nodes so we will introuduce new variable called follow



✅ correct implementation

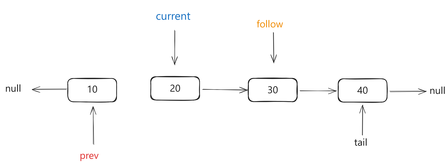
current = head
prev = null
follow = current.next
current.next = prev
prev= current

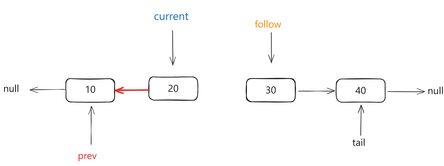
arrow denotes next

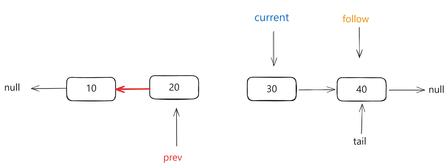


🔄 2nd Iteration

follow = current.next 30
current.next = prev 10
prev= current








```
reverse() {
    if (!this.head || !this.head.next) return; // Edge case: Empty or single-node list

    this.tail = this.head; // Store original head as new tail
    let prev = null;
    let current = this.head;

    while (current !== null) {
      let follow = current.next; // Save next node
      current.next = prev;       // Reverse pointer
      prev = current;            // Move prev forward
      current = follow;          // Move current forward
    }

    this.head = prev; // Update head to new first node
    this.tail.next = null; // Ensure new tail points to null
  }
```