#include <stdio.h>

#include <stdlib.h>

struct node;

typedef struct node Node;

struct node

{

int data;

Node\* next;

};

//declare your function here.

Node\* Rev\_List(Node \* Head);

int main(int argc, char\* argv[])

{

Node\* head = NULL;

int i;

Node\* temp;

//set up a test list with values 9->8->7->...->0

for (i = 0; i < 10; i++)

{

temp = (Node\*)malloc(sizeof(Node));

if (temp == NULL)

{

printf("out of memory?n");

exit(1);

}

temp->data = i;

temp->next = head;

head = temp;

}

//call your function to reverse the list (should work for any list given the head node).

//print the reversed list.

head=Rev\_List(head);

temp = head;

while (temp != NULL)

{

printf("%d\n", temp->data);

temp = temp->next;

}

return 0;

}

//Define your function here

Node\* Rev\_List(Node \* Head)

{

Node \*temp1=NULL,\*temp2,\*temp3;

temp2=Head;

while(temp2!=NULL)

{

temp3=temp2->next;

temp2->next=temp1;

temp1=temp2;

temp2=temp3;

}

printf("temp->%d->next->%d\n",temp1->data,temp1->next->data);

Head=temp1;

return Head;

}