## 61. rotate a list

```
class Solution {
public:
  ListNode* rotateRight(ListNode* head, int k) {
  if (!head \parallel !head->next \parallel k == 0) return head;
  ListNode* temp = head;
  int length = 1;
  while (temp->next) {
     temp = temp->next;
    length++;
  }
  k = k \% length;
  if (k == 0) return head;
  ListNode* newTail = head;
  for (int i = 1; i < length - k; ++i) {
     newTail = newTail->next;
  }
  ListNode* newHead = newTail->next;
  temp->next = head;
  newTail->next = nullptr;
```

```
return newHead;
};
```



