

Solution 3

```
1 using System.Collections.Generic;
2
3 public class Program {
4     public static List<int> ZigzagTraverse(List<List<int> > array) {
5         // Write your code here.
6         return null;
7     }
8 }
9
```

Submit Code

```

10     head = head + 1; cout << endl;
11 }
12 int
13 main()
14 {
15     // Create a linked list of 5 nodes
16     // 10, 20, 30, 40, 50
17     // 10, 20, 30, 40, 50
18     // 10, 20, 30, 40, 50
19     // 10, 20, 30, 40, 50
20     // 10, 20, 30, 40, 50
21     // 10, 20, 30, 40, 50
22     // 10, 20, 30, 40, 50
23     // 10, 20, 30, 40, 50
24     // 10, 20, 30, 40, 50
25     // 10, 20, 30, 40, 50
26     // 10, 20, 30, 40, 50
27     // 10, 20, 30, 40, 50
28     // 10, 20, 30, 40, 50
29     // 10, 20, 30, 40, 50
30     // 10, 20, 30, 40, 50
31     // 10, 20, 30, 40, 50
32     // 10, 20, 30, 40, 50
33     // 10, 20, 30, 40, 50
34     // 10, 20, 30, 40, 50
35     // 10, 20, 30, 40, 50
36     // 10, 20, 30, 40, 50
37     // 10, 20, 30, 40, 50
38     // 10, 20, 30, 40, 50
39     // 10, 20, 30, 40, 50
40     // 10, 20, 30, 40, 50
41     // 10, 20, 30, 40, 50
42     // 10, 20, 30, 40, 50
43     // 10, 20, 30, 40, 50
44     // 10, 20, 30, 40, 50
45     // 10, 20, 30, 40, 50
46     // 10, 20, 30, 40, 50
47     // 10, 20, 30, 40, 50
48     // 10, 20, 30, 40, 50
49     // 10, 20, 30, 40, 50
50     // 10, 20, 30, 40, 50
51     // 10, 20, 30, 40, 50
52     // 10, 20, 30, 40, 50
53     // 10, 20, 30, 40, 50
54     // 10, 20, 30, 40, 50
55     // 10, 20, 30, 40, 50
56     // 10, 20, 30, 40, 50
57     // 10, 20, 30, 40, 50
58     // 10, 20, 30, 40, 50
59     // 10, 20, 30, 40, 50
60     // 10, 20, 30, 40, 50
61     // 10, 20, 30, 40, 50
62     // 10, 20, 30, 40, 50
63     // 10, 20, 30, 40, 50
64     // 10, 20, 30, 40, 50
65     // 10, 20, 30, 40, 50
66     // 10, 20, 30, 40, 50
67     // 10, 20, 30, 40, 50
68     // 10, 20, 30, 40, 50
69     // 10, 20, 30, 40, 50
70     // 10, 20, 30, 40, 50
71     // 10, 20, 30, 40, 50
72     // 10, 20, 30, 40, 50
73     // 10, 20, 30, 40, 50
74     // 10, 20, 30, 40, 50
75     // 10, 20, 30, 40, 50
76     // 10, 20, 30, 40, 50
77     // 10, 20, 30, 40, 50
78     // 10, 20, 30, 40, 50
79     // 10, 20, 30, 40, 50
80     // 10, 20, 30, 40, 50
81     // 10, 20, 30, 40, 50
82     // 10, 20, 30, 40, 50
83     // 10, 20, 30, 40, 50
84     // 10, 20, 30, 40, 50
85     // 10, 20, 30, 40, 50
86     // 10, 20, 30, 40, 50
87     // 10, 20, 30, 40, 50
88     // 10, 20, 30, 40, 50
89     // 10, 20, 30, 40, 50
90     // 10, 20, 30, 40, 50
91     // 10, 20, 30, 40, 50
92     // 10, 20, 30, 40, 50
93     // 10, 20, 30, 40, 50
94     // 10, 20, 30, 40, 50
95     // 10, 20, 30, 40, 50
96     // 10, 20, 30, 40, 50
97     // 10, 20, 30, 40, 50
98     // 10, 20, 30, 40, 50
99     // 10, 20, 30, 40, 50
100    // 10, 20, 30, 40, 50

```

Run or submit code when you're ready.