

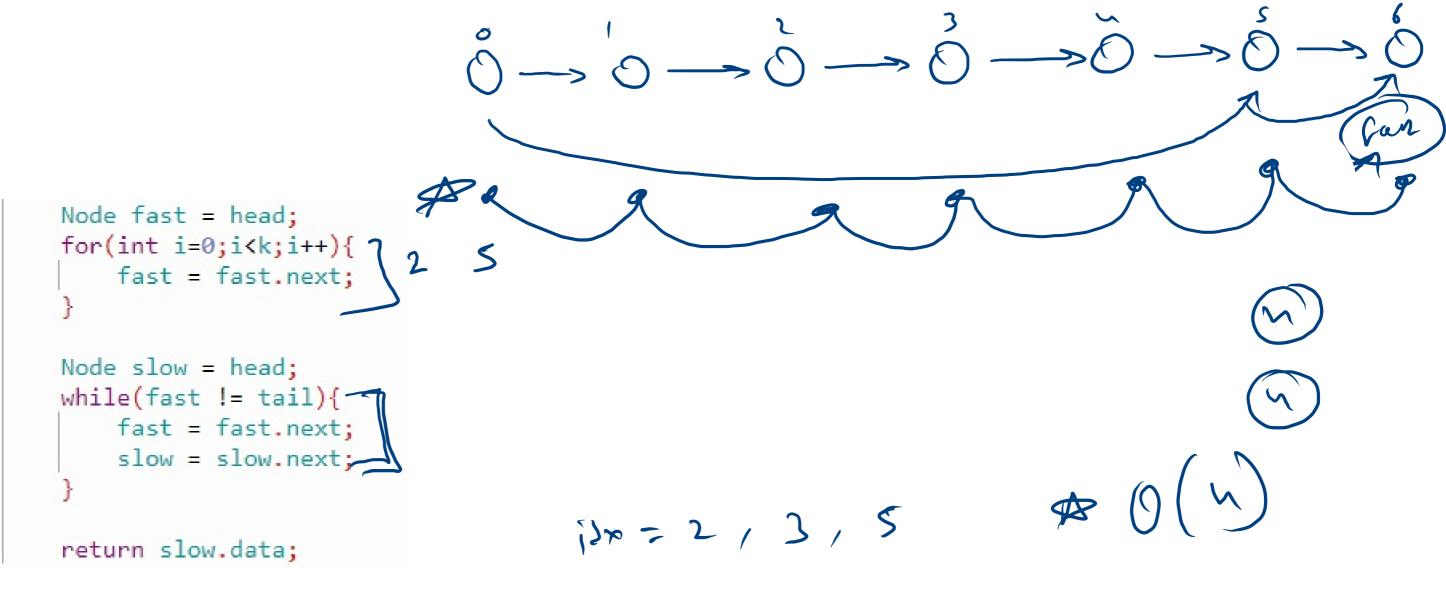
 $\frac{9}{6} - \frac{2}{6} - \frac{2}{6} - \frac{3}{6} - \frac{3}{6} - \frac{3}{6} + \frac{3}{6}$   $5100 = \frac{3}{6} - \frac{3}{6} - \frac{3}{6} + \frac{3}{6}$ 

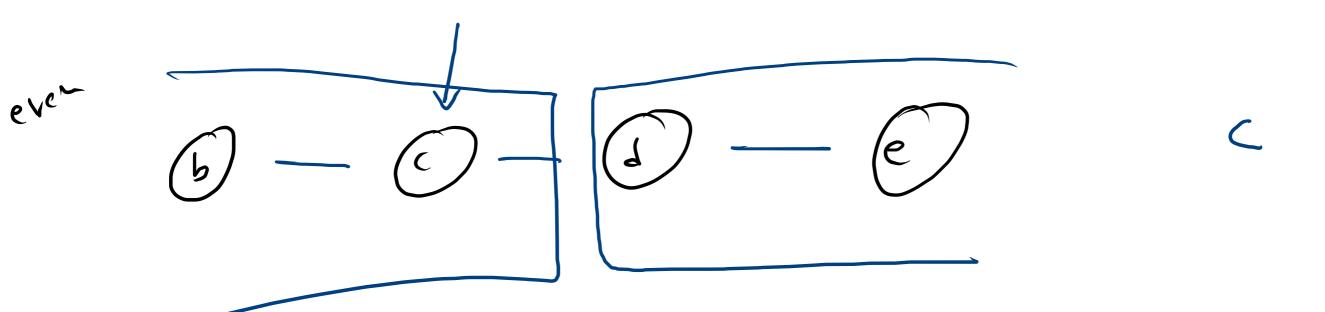
 $j \downarrow_{\kappa} = 3$ 

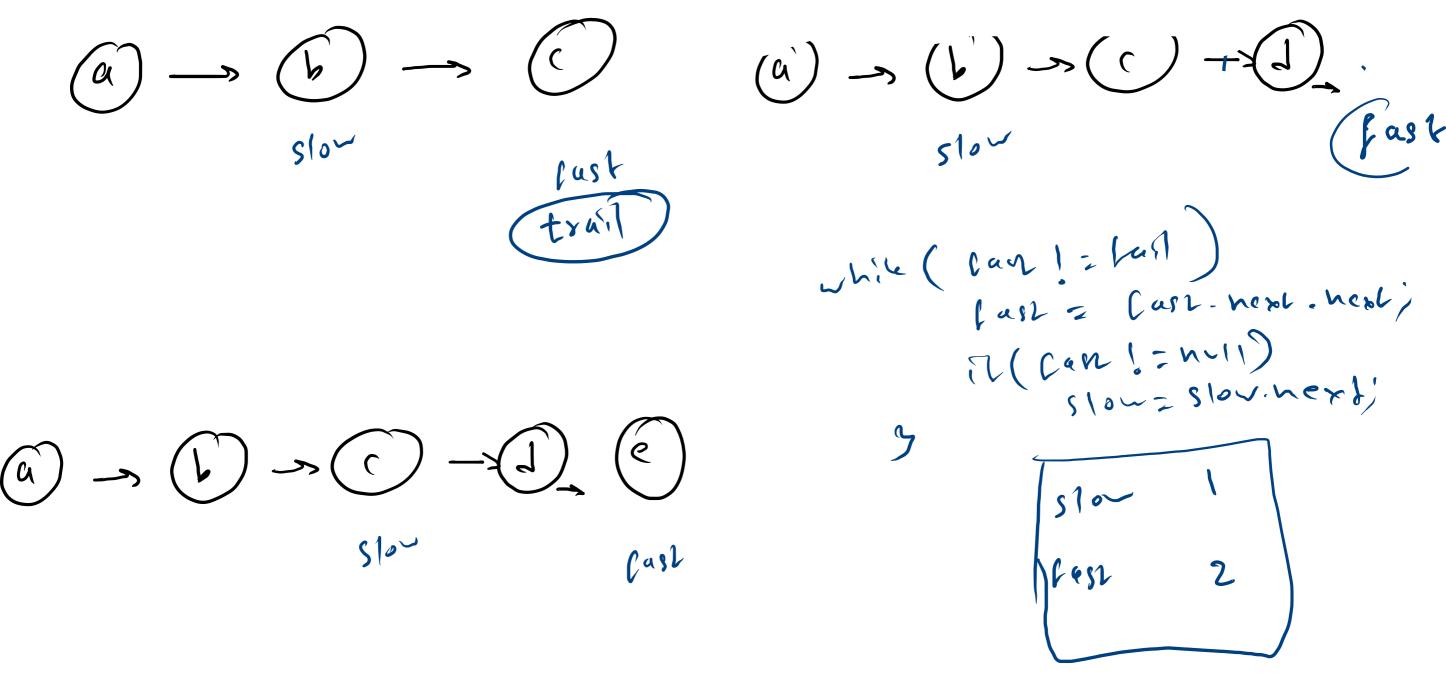
fast = head

Fast = head

slow; fast now







lask while ( car ! = hall 88 lear ! = holy • fast = Cast-next. hext, ever >= ? ( Can ! = null) slow= slov.next; 5100 pask

$$|71| \rightarrow (2) - (5) - (5) - (8)$$

$$|71| 2 \rightarrow (3) - (4) - (5) - (6) \rightarrow (8) \rightarrow (9) \rightarrow (9)$$

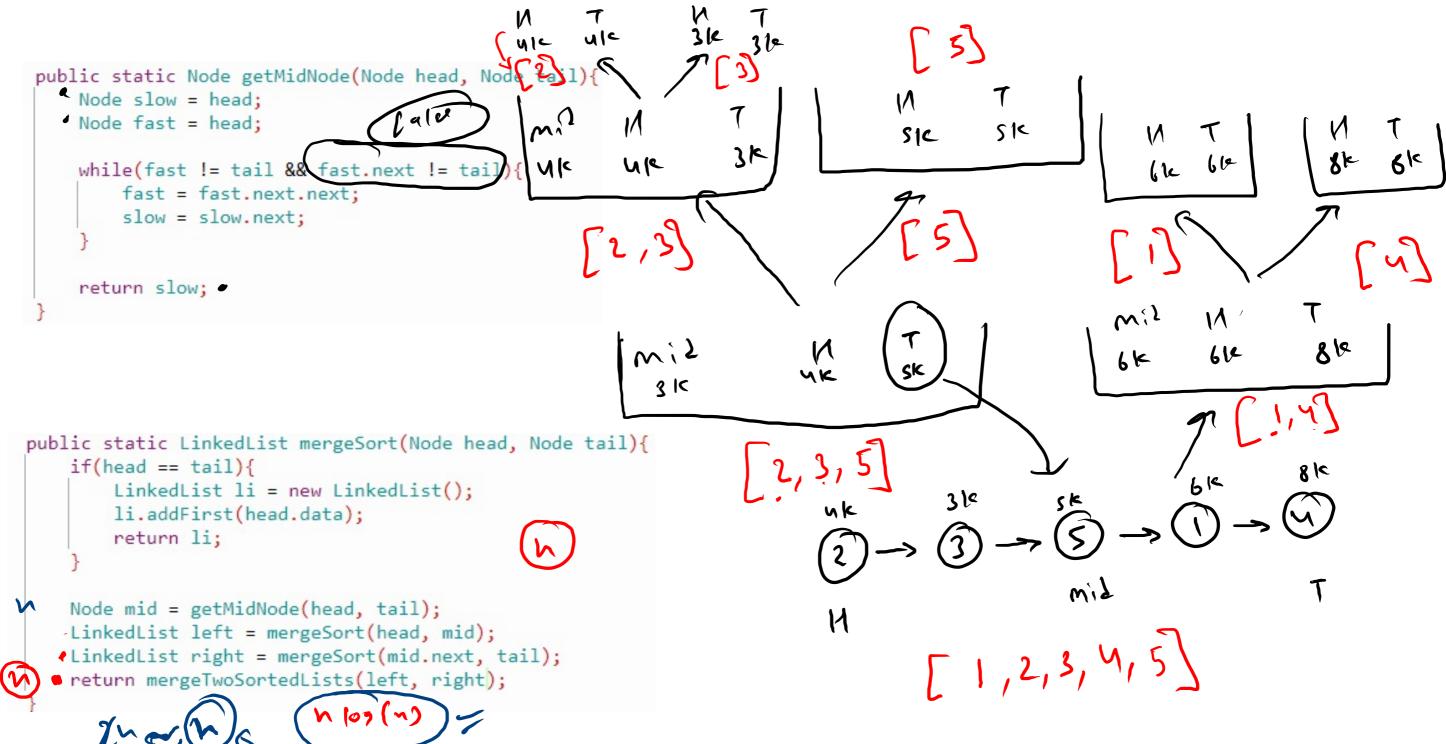
$$|71| 2 \rightarrow (3) - (4) - (5) - (5) - (6) \rightarrow (8) - (9) - (9)$$

$$(2) - (3) - (4) - (5) - (5) - (5) - (2) - (8) - (9) - (9)$$

(2) — (5) —  $(4) - (5) - (6) \rightarrow (8) \rightarrow (9) \rightarrow (9)$ (2) -(3) -(9) -(5) -(5) -(6) mersil > (2) - (3)

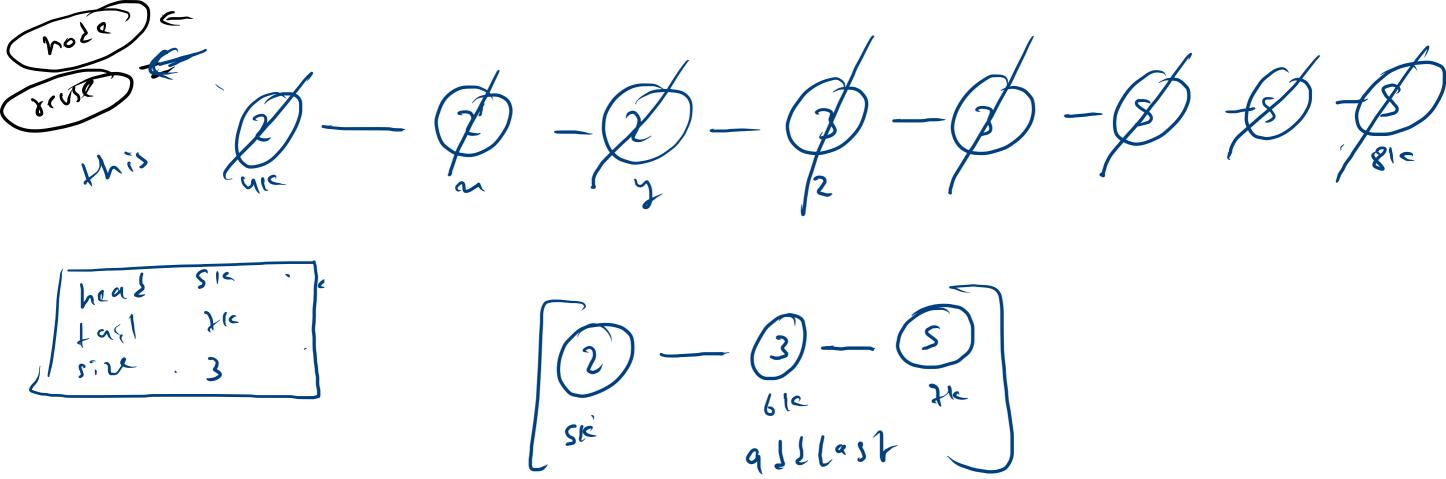
sin o

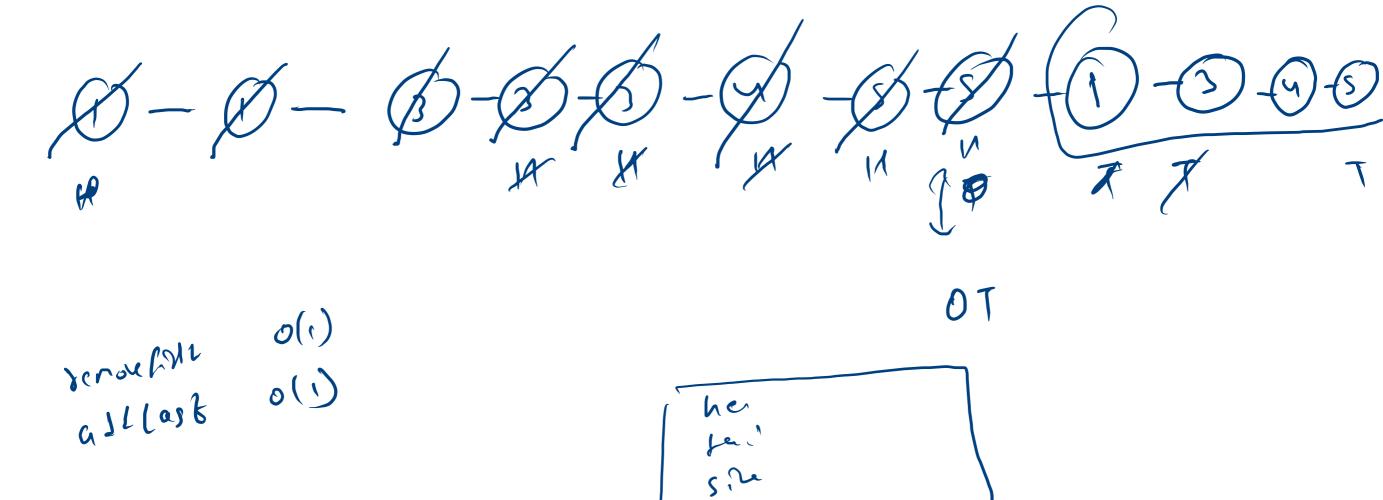
sin o

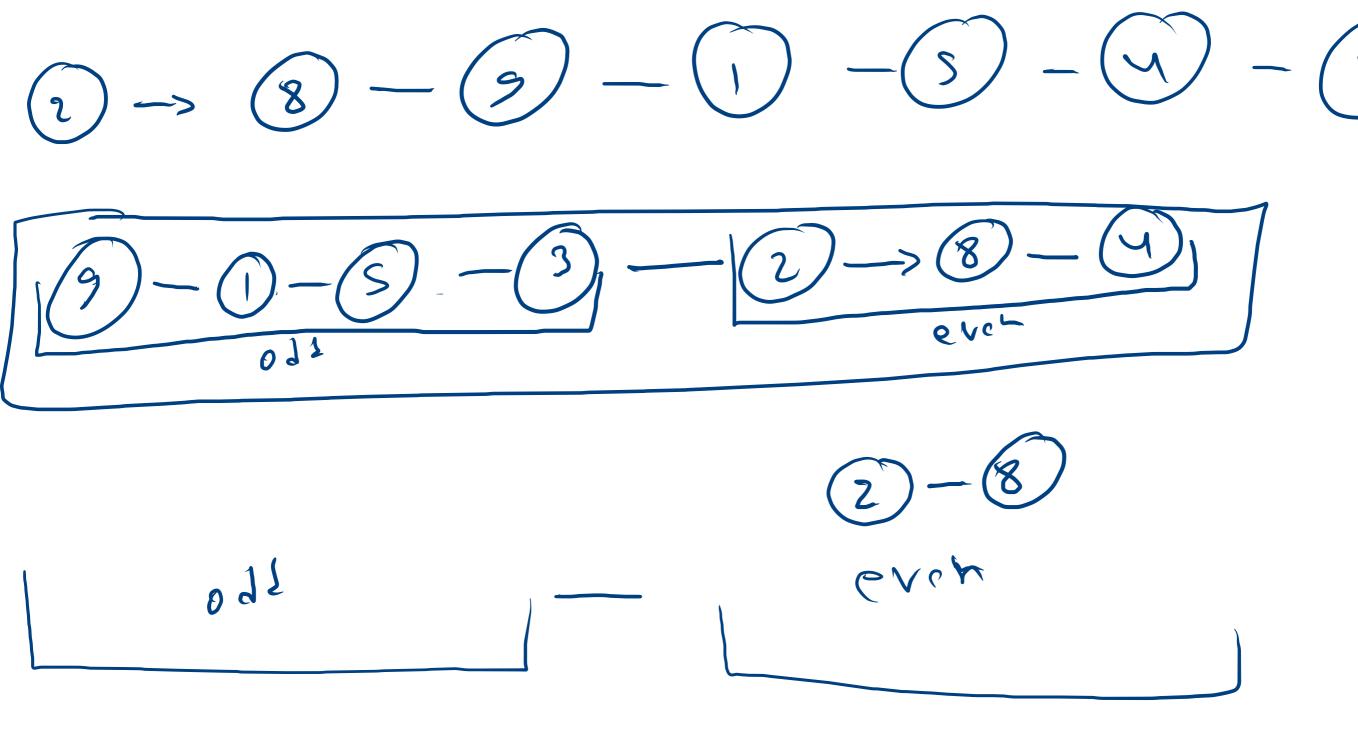


 $\frac{1}{2} - \frac{1}{2} - \frac{1}{3} - \frac{1}$ 

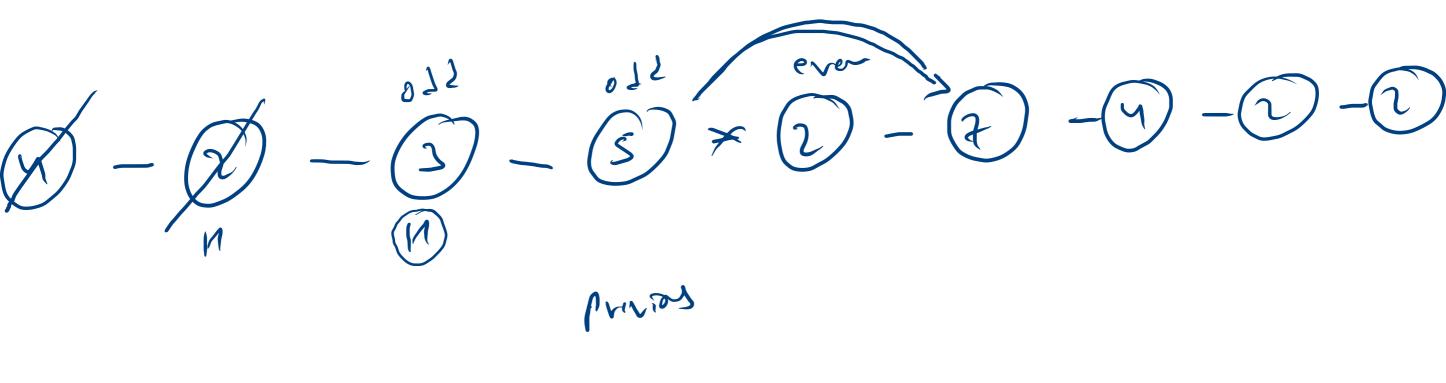
$$\begin{bmatrix}
2 & - (3) - (5) \\
91^{2}
\end{bmatrix}$$







= even. head addlast



```
LinkedList odd = new LinkedList();
LinkedList even = new LinkedList();

while(size > 0){
    int val = head.data;
    removeFirst();
    if(val %2 ==0){
        even.addLast(val);
    }else{
        odd.addLast(val);
    }
}

odd tail.next = even.head;
head = odd.head;
tail = even.tail;
size = odd.size() + even.size();
```