

# ADS 8

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## 1 8.2

### 1.1 (a)

Start with first element 'Node'

```
prev = NULL
this = Node
after = Node.Next
while this != NULL
    this.Next = prev
    prev = this
    this = after
    after = this.Next
return prev
```

This is an in-situ algorithm because I am just modifying the values of pointers and not moving the elements in the memory.