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#include <stdio.h>

#include <stdlib.h>

struct Node {

int data;

struct Node * next;

};

void rot (~~node~~ struct Node **head, int t) {if (t == 0)
return;struct Node * ~~current~~ = *head;

int count = 1;

~~while (current != NULL)~~while (count < t && ~~current~~ != NULL) {

current = current->next;

count++;

}

if (~~current~~ == NULL)

return;

struct Node * mNode = ~~current~~;while (~~current~~->next != NULL)current = ~~current~~->next;

curr → next = *head;

*head = nNode → next;

nNode → next = NULL;

void push(struct Node **head, int udata) {

struct Node * ~~data~~ newnode = (struct Node *)
malloc(sizeof(struct Node));

newnode → data = ~~data~~ udata;

newnode → next = (*head);

(*head) = newnode;

}

void ~~print~~ display(struct Node * node) {

while (node != NULL) {

printf("%d", node → data);

node = node → next;

}

}

~~int main() {~~

~~struct Node * nhead = NULL~~

```

int main(void) {
    struct Node * uhead = NULL;
    int d, no;
    printf("\n Number of entries you want : ");
    scanf("%d", &no);
    for (int i = no; i > 0; i--) {
        printf("Enter element %d in the list: ", i);
        scanf("%d", &d);
        push(&uhead, d);
    }
    printf("\n\t *** Linked list *** \n");
    display(uhead);
    rot(&uhead, 3);
    printf("\n\t *** After Rotating *** \n");
    display(uhead);
    return 0;
}

```