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## 1.1

```
int length (Node *l) {
    Node * cur = l;
    int i = 0;
    while (cur != nullptr) {
        i++;
        cur = cur -> getNext();
    }
    return i;
}
```

## 1.2

```
Node *middle (Node * head) {
    int mid_ind = length (head) / 2;
    Node *cur = head;
    while (mid_ind != 0) {
        cur = cur -> getNext();
        mid_ind--;
    }
    return cur;
}
```

1.3

```
Node * msort(Node *head){
    int len = length(head);
    if (len <= 1) return head;

    Node * a;
    Node * b;

    b = middle(head);
    a = head;
    int mid_ind = length(head) / 2;
    Node *cur = head;
    while (mid_ind != 1){
        cur = cur->getNext();
        mid_ind--;
    }
    cur->setNext(nullptr);

    Node * left = msort(a);
    Node * right = msort(b);

    Node * ret = merge(left, right);
    return ret;
}
```

1.4

```
Node * rotate (Node *head, int position) {
    Node * cur = head;
    int pos = position;
    if (pos == 1) return head;
    while (pos != 2) {
        cur = cur -> getNext();
        pos--;
    }
    Node * next = cur -> getNext();
    cur -> setNext (nullptr);

    Node * temp = next;
    while (temp -> getNext() != nullptr) {
        temp = temp -> getNext();
    }
    temp -> setNext (head);
    head = next;
    return next;
}
```

# 2

2.1) $O(n)$

2.2) $O(c)$

2.3) $O(1)$

2.4) $O(\log n)$

2.5) $O(1)$

2.6) $O(n)$