```
#include<iostream>
using namespace std;
class Node{
public:
int val;
Node *next;
Node(int val){
   this->val=val;
   this->next=NULL;
}

};
void display(Node* a){
   while(a!=NULL){
      cout<<a->val<<endl;
      a=a->next;
   }
   return;
}

Node* rev(Node* a,int n){
   Node* c=a;
   Node* temp4=a;
   while(temp4->next!=NULL){
      temp4=temp4->next;
   }

   int count=n;
   while(count!=0){
      temp4->next=c;
      temp4=temp4->next;
      c=c->next;
      count--;
   }
   temp4->next=NULL;


   return c;

}
int main(){
   Node* a=new Node(10);// they will store the address if the linked list
   Node* b=new Node(20);
   Node* c=new Node(30);
```

```
    Node* d=new Node(40);

    a->next=b;
    b->next=c;
    c->next=d;
    Node* s=rev(a,3);
    display(s);



    return 0;

}
```