```
#include<stdio.h>
#include<stdlib.h>
struct Node{
    int val;
    struct Node *next;
};
struct Node* createNode(int val){
    struct Node* newNode=(struct Node*)malloc(sizeof(struct Node));
    newNode->val=val;
    newNode->next=NULL;
    return newNode;
}

void displayList(struct Node *head){
    struct Node *current=head;
    while(current!=NULL){
        printf("%d->",current->val);
        current=current->next;
    }
    printf("NULL\n");
}

struct Node *rotateRight(struct Node *head,int k){
    if(!head||k==0){
        return head;
    }
    int length=1;
    struct Node *tail=head;
    while(tail->next){
        tail=tail->next;
        length++;
    }
    k=k%length;
    if(k==0){
        return head;
    }
    struct Node *newTail=head;
    for(int i=0;i<length-k-1;i++){
        newTail=newTail->next;
    }
    struct Node *newHead=newTail->next;
    newTail->next=NULL;
    tail->next=head;
    return newHead;
```

```
}
int main(){
    struct Node *head=createNode(1);
    head->next=createNode(2);
    head->next->next=createNode(3);
    head->next->next->next=createNode(4);
    head->next->next->next->next=createNode(5);
    printf("Original linked list:");
    displayList(head);

    int k;
    printf("Enter the number by how much places you have to rotate the list k=");
    scanf("%d",&k);
    struct Node *rotatedList=rotateRight(head,k);
    printf("Rotated linked list to right by %d places:",k);
    displayList(rotatedList);
}
```