Leetcode Problem - 4 (61.)
→ Rotate list

```c
int GetLength (struct ListNode * head)
{
    if (head == NULL)
        return 0;
    return 1 + GetLength (head → next );
}
struct ListNode * rotateRight (struct ListNode * head, int k) {
    if (head == NULL || k ==0)
        return head;
    int length = GetLength (head);
    if (length ==1)
        return head;
    for (int i=0; i< k % length ; i++)
    {

        struct ListNode *p = head;
        while (p →next →next != NULL)
        {

            p = p→ next ;
        }

        struct ListNode *a = (struct ListNode *)malloc(sizeof (struct ListNode
        a → val = p →next → val;
        a → next = head;
        head = a;
        p → next = NULL;
    }
    return head;
}
```

Output :-   Input: head = [1, 2, 3, 4, 5], k=2
             Output: [4, 5, 1, 2, 3]