

Leet code : 4

```
int Getlength(struct ListNode * head)
```

```
{
```

```
    if (head == NULL)
```

```
        return 0;
```

```
    return 1 + Getlength(head->next);
```

```
}
```

```
struct ListNode * rotateRight(struct List
```

```
    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 List
```

```
        a->val = p->next->val;
```

```
        a->next = head;
```

```
    head = a;  
    p->next = NULL;  
}  
return head;  
}
```