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#include<bits/stdc++.h>
using namespace std;
struct node
   int data;
   node* next;
   node(int value)
        data = value;
       next = nullptr;
};
class LinkedList
public:
   node* head;
    LinkedList()
       head = nullptr;
    void append(int value)
        node* newnode = new node(value);
        if(head == nullptr)
           head = newnode;
        else
            node* temp = head;
            while(temp->next != nullptr)
               temp = temp->next;
            temp->next = newnode;
    }
    void display()
        node* temp = head;
        while(temp != nullptr)
           cout << temp->data << " ";</pre>
           temp = temp->next;
        cout << endl;</pre>
    // Function to split the list into front and back halves
    void splitList(LinkedList& frontList, LinkedList& backList)
        if (head == nullptr) // Empty list
            return;
        // Step 1: Find the total length of the list
        int length = 0;
        node* temp = head;
        while (temp != nullptr)
            length++;
            temp = temp->next;
```

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// Step 2: Find the splitting point (middle of the list)
       int splitPoint = (length + 1) / 2; // Front half gets the extra element in case of odd number
       // Step 3: Split the list into front and back halves
       frontList.head = head;  // Front list starts from the head
       temp = head;
       for (int i = 1; i < splitPoint; i++) // Traverse to the split point</pre>
           temp = temp->next;
       backList.head = temp->next; // Back list starts from the next node
       };
int main()
   LinkedList List;
   // Append elements to the list
   List.append(2);
   List.append(3);
   List.append(5);
   List.append(7);
   List.append(11);
   cout << "Original LinkedList: ";</pre>
   List.display();
   LinkedList frontList;
   LinkedList backList;
   \ensuremath{//} Split the list into front and back halves
   List.splitList(frontList, backList);
   cout << "Front half: ";</pre>
   frontList.display();
   cout << "Back half: ";</pre>
   backList.display();
   return 0;
```