#include <stdio.h> #include <stdlib.h> struct node { int data; struct node next; }; struct Node reverse(struct Node head,int k) { struct Node current= head; struct Node next= Null; struct Node prev= Null; int count = 0; while(current!=Null && count<k) { next= current->next; current->next = prev; prev= current; current= next; count++; } if ( next!=Null) head->next= reverse( next,k); return prev; } void push( struct Node ==head\_ref,int new\_data) { struct Node= new\_node= (struct Node) malloc(sizeof(struct Node)); } } int main() { Struct node \*prev,\*head,\*p; int n,i; printf ("number of elements:"); scanf("%d",&n); head=NULL; for(i=0;i<n;i++) { p=malloc(sizeof(struct node)); scanf("%d",&p->data); p->next=NULL;

if(head==NULL) head=p; else prev->next=p; prev=p; } return 0; }