```c
#include<stdio.h>
#include<stdlib.h>

struct node
{
    int data;
    struct node * next;
};

struct node * createNode(int data)
{
    struct node * p=(struct node *)malloc(sizeof(struct node));
    p->data=data;
    p->next=NULL;
    return p;
};
struct node * revHead=NULL;
struct node * recursiveRevLL(struct node * head)
{
    struct node *p=head;
    if(p->next==NULL)
    {
        revHead=p;
        return p;
    }

    struct node * q=recursiveRevLL(p->next);
    q->next=p;
    p->next=NULL;
    return p;
};

void display(struct node *head)
{
    struct node *p=head;
    while(p!=NULL)
    {
        printf("%d-->",p->data);
        p=p->next;
    }
}

void main()
{
    struct node *head=createNode(10);
    head->next=createNode(20);
    head->next->next=createNode(30);
    display(head);
    struct node *head2=recursiveRevLL(head);
    printf("\n\n");
    display(revHead);
}
```