

```

1  #include<stdio.h>
2  #include<stdlib.h>
3
4  struct node
5  {
6      int data;
7      struct node * next;
8  };
9
10 struct node * createNode(int data)
11 {
12     struct node * p=(struct node *)malloc(sizeof(struct node));
13     p->data=data;
14     p->next=NULL;
15     return p;
16 };
17 struct node * revHead=NULL;
18 struct node * recursiveRevLL(struct node * head)
19 {
20     struct node *p=head;
21     if(p->next==NULL)
22     {
23         revHead=p;
24         return p;
25     }
26
27     struct node * q=recursiveRevLL(p->next);
28     q->next=p;
29     p->next=NULL;
30     return p;
31 };
32
33 void display(struct node *head)
34 {
35     struct node *p=head;
36     while(p!=NULL)
37     {
38         printf("%d-->",p->data);
39         p=p->next;
40     }
41 }
42
43 void main()
44 {
45     struct node *head=createNode(10);
46     head->next=createNode(20);
47     head->next->next=createNode(30);
48     display(head);
49     struct node *head2=recursiveRevLL(head);
50     printf("\n\n");
51     display(revHead);
52 }

```