**SOLUTION**

class Solution {

public:

ListNode\* oddEvenList(ListNode\* head) {

if (!head) return head;

ListNode \*odd = head, \*even = head->next, \*tmp = even;

while (even && even->next)

{

odd->next = odd->next->next;

even->next = even->next->next;

odd = odd->next;

even = even->next;

}

odd->next = tmp;

return head;

}

};

**TIME COMPLEXITY= O(N)**

**SPACE COMPLEXITY= O(1)**