```
* Definition for singly-linked list.
 * struct ListNode {
      int val;
        struct ListNode *next;
 * };
void reverse(struct ListNode* head, struct ListNode* tail) {
    struct ListNode* tmp;
struct ListNode* next;
struct ListNode* prev;
     if (head != NULL && tail != NULL)
         tmp = head;
prev = NULL;
          while(true)
               next = tmp->next;
               if (prev)
                    tmp->next = prev;
               if(tmp == tail)
                    break;
                }else
                  prev = tmp;
tmp = next;
          }
         head->next = NULL;
          tmp = tail;
struct ListNode* reverseKGroup(struct ListNode* head, int k) {
    struct ListNode* fast;
    struct ListNode* slow;
    struct ListNode* slow;
struct ListNode* prev;
struct ListNode* reversed_head;
struct ListNode* reversed_tail;
struct ListNode* result;
struct ListNode* result_last;
int count.
    int count;
    fast = head;
    reversed_head = fast;
    count = \overline{0};
result = NULL;
     while(true)
         slow = slow->next;
prev = fast;
fast = fast->next == NULL ? NULL : fast->next->next;
          count+=2;
          if(count >= k)
               reversed_tail = (count == k) ? prev->next : prev;
               if(reversed_tail)
                    fast = reversed_tail->next;
slow = reversed_tail->next;
                    reverse (reversed_head, reversed_tail);
                    if (result == NULL)
                         result = reversed_tail;
                         result_last = reversed_head;
                         result_last->next = reversed_tail;
                         result_last = reversed_head;
                    reversed head = fast;
               if(fast != NULL && fast->next == NULL)
                    break;
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if(fast == NULL)
{
    break;
}

if(result == NULL)
{
    result = reversed_head;
}else
{
    result_last->next = reversed_head;
}

return result;
}
```