

```
public static ListNode mergeSort(ListNode head) {
    if(head == null || head.next == null) {
        return head;
    }

    ListNode mid = middleOfLL(head);
    ListNode nH = mid.next;
    mid.next = null;

    ListNode left = mergeSort(head);
    ListNode right = mergeSort(nH);

ListNode ml = mergeTwoSortedLL(left,right);
    return ml;
}
```

$$T(n) = 2T(\frac{\pi}{2}) + n - 0$$

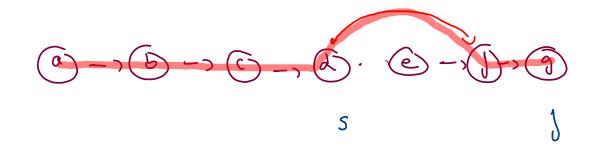
$$2+(\frac{\pi}{2}) = 2T(\frac{\pi}{2}) + \frac{n}{2} - 2\times 1$$

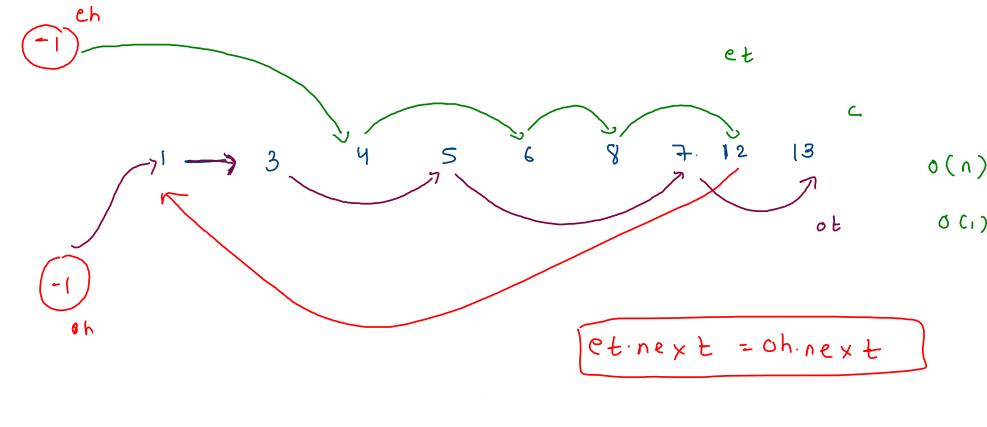
$$4+(\frac{\pi}{2}) = 8T(\frac{\pi}{2}) + \frac{n}{2} - 3\times 1$$

$$+(\frac{\pi}{2}) = 0 + 0$$

$$T(n) = n \times 1$$

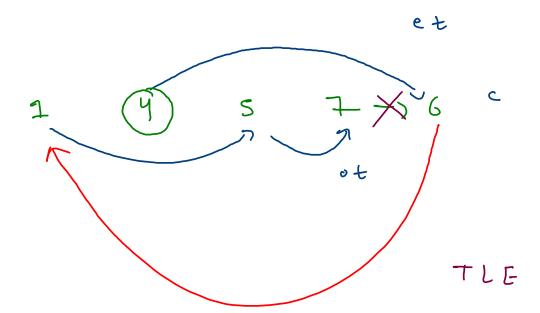
$$= n \log n$$

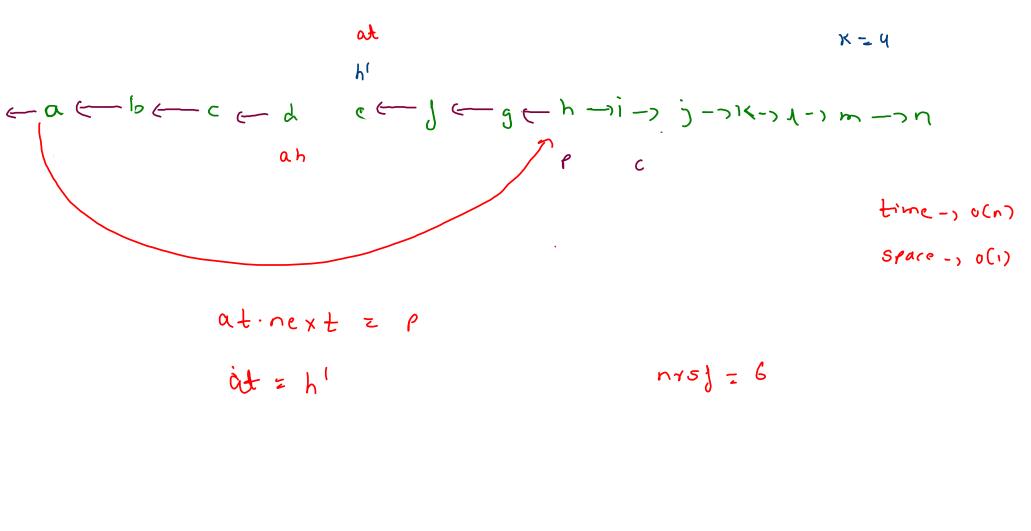




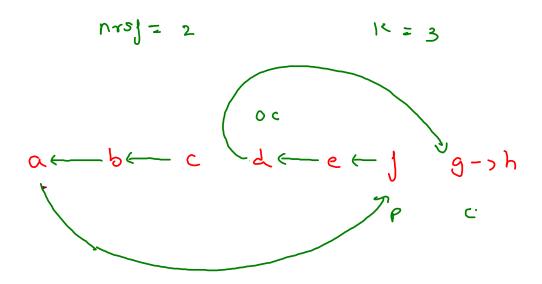
ch.next

```
while(curr != null) {
    if(curr.val % 2 == 0) {
        et.next = curr;
        et = et.next;
    }
    else {
        ot.next = curr;
        ot = ot.next;
    }
    curr = curr.next;
}
et.next = oh.next;
return eh.next;
```





```
while(nrsf >= k) {
   //work for k nodes
   ListNode prev = null;
   ListNode oc = curr;
   int temp = k;
   while(temp-- > 0) {
       //preserve
       ListNode next = curr.next;
       //links
       curr.next = prev;
       //move
       prev = curr;
       curr = next;
   if(ansH == null) {
       //this is first group
       ansH = prev;
       ansT = oc;
    else {
       //make connection between ans so far & current group
       ansT.next = prev;
        ansT = oc;
    nrsf -= k;
if(nrsf > 0) {
    ansT.next = curr;
```



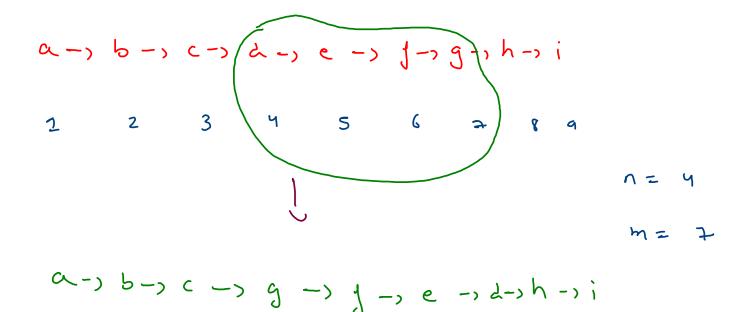
```
while(nrsf >= k) {
   //work on k nodes
   int temp = k;
   ch = null;
   ct = null;
   while(temp-- > 0) {
       ListNode next = curr.next;
       curr.next = null;
       //addfirst
       addFirst(curr);
       curr = next;
   if(oh == ot) {
       //this is first group
       oh.next = ch;
       ot = ct;
   else {
       ot.next = ch;
       ot = ct;
   nrsf -= k;
if(nrsf > 0) {
   ot.next = curr;
```

cun oh

K = 3

Output Format

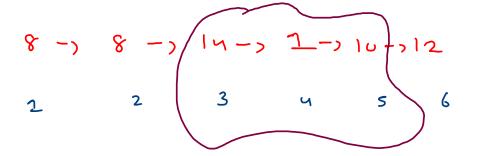
8->8->10->1->14->12->null



8->8->14->1->10->12->null 3

Output Format

8->8->10->1->14->12->null



2 3 4 5 6 7 8 9

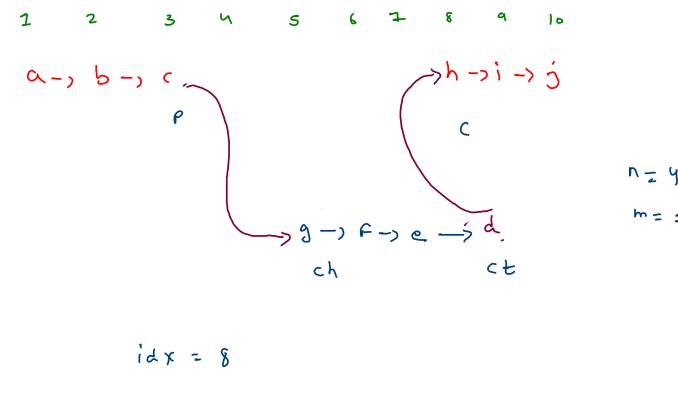
ch ct.nex

 $\begin{array}{c} n = 3 \\ m = G \end{array}$

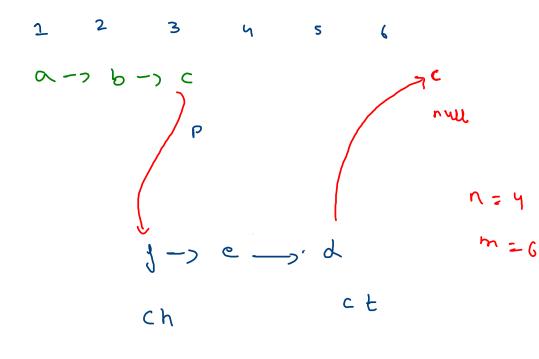
i = 2

i = 2/2

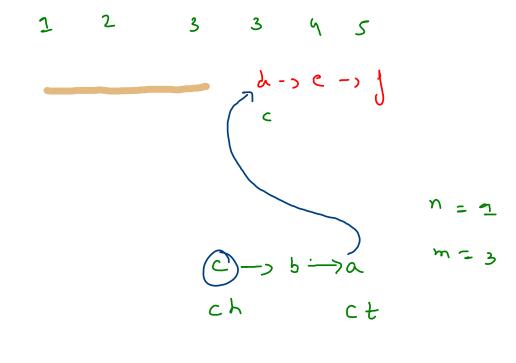
```
ListNode prev = null;
ListNode curr = head;
int idx = 1;
while(curr != null) {
    if(idx < n) {
        //pre working area
        prev = curr;
        curr = curr.next;
    else if(idx >= n && idx <= m) {
       //working area -> reverse
       ListNode next = curr.next;
        curr.next = null;
        addFirst(curr);
        curr = next;
    else if(idx > m) {
       prev.next = ch;
        ct.next = curr;
        break;
    idx++;
return head;
```



```
ListNode prev = null;
ListNode curr = head;
int idx = 1;
while(curr != null) {
    if(idx < n) {</pre>
        //pre working area
        prev = curr;
        curr = curr.next;
    else if(idx >= n && idx <= m) {
        //working area -> reverse
        ListNode next = curr.next;
        curr.next = null;
        addFirst(curr);
        curr = next;
    else if(idx > m) {
        prev.next = ch;
        ct.next = curr;
        break;
    idx++;
return head;
```



```
while(idx <= m+1) {</pre>
    if(idx < n) {</pre>
        //pre working area
        prev = curr;
        curr = curr.next;
    else if(idx >= n && idx <= m) {
        //working area -> reverse
        ListNode next = curr.next;
        curr.next = null;
        addFirst(curr);
        curr = next;
    else if(idx > m) {
        prev.next = ch;
        ct.next = curr;
        break;
    idx++;
```



```
while(idx <= m+1) {</pre>
   if(idx < n) {
       //pre working area
       prev = curr;
       curr = curr.next;
   else if(idx >= n && idx <= m) {
       //working area -> reverse
       ListNode next = curr.next;
       curr.next = null;
       addFirst(curr);
       curr = next;
   else if(idx > m) {
       if(prev == null) {
            //when n == 1
            ct.next = curr;
            return ch;
       prev.next = ch;
       ct.next = curr;
   idx++;
```

