K Reverse in C++

```
#include <iostream>
using namespace std;
// Node class definition
class Node {
public:
  int data;
  Node* next;
  // Constructor
  Node(int d) {
    data = d;
    next = nullptr;
};
// LinkedList class definition
class LinkedList {
private:
  Node* head;
  Node* tail;
  int size;
public:
  // Constructor
  LinkedList() {
    head = nullptr;
    tail = nullptr;
    size = 0;
  }
  // Method to add a node at the beginning of the list
  void addFirst(int val) {
    Node* temp = new Node(val);
    temp->next = head;
    head = temp;
    if (size == 0) {
       tail = temp;
    size++;
  // Method to add a node at the end of the list
  void addLast(int val) {
    Node* temp = new Node(val);
    if (size == 0) {
       head = tail = temp;
    } else {
       tail->next = temp;
       tail = temp;
    size++;
  // Method to display the elements of the list
  void display() {
    Node* temp = head;
    while (temp != nullptr) {
       cout << temp->data << " ";
       temp = temp->next;
```

Initial Input:

List: $1 \rightarrow 2 \rightarrow 3 \rightarrow 4 \rightarrow 5 \rightarrow 6 \rightarrow 7 \rightarrow 8 \rightarrow 9 \rightarrow 10 \rightarrow 11$ k = 3

kReverse Logic Dry Run:

We reverse **groups of 3 elements**. Let's track the changes in a **table** as each k-group is processed:

Group #	Extracted Nodes	Reversed Order	prev List After Merge
1	1 2 3	3 2 1	$3 \rightarrow 2 \rightarrow 1$
2	4 5 6	6 5 4	$3 \rightarrow 2 \rightarrow 1 \rightarrow 6 \rightarrow 5 \rightarrow 4$
3	789	987	$3 \rightarrow 2 \rightarrow 1 \rightarrow 6 \rightarrow 5 \rightarrow 4 \rightarrow 9 \rightarrow 8 \rightarrow 7$
4	10 11	(unchanged)	$ \rightarrow 9 \rightarrow 8 \rightarrow 7 \rightarrow 10 \rightarrow 11$

After kReverse:

List:

$$3 \rightarrow 2 \rightarrow 1 \rightarrow 6 \rightarrow 5 \rightarrow 4 \rightarrow 9 \rightarrow 8 \rightarrow 7 \rightarrow 10 \rightarrow 11$$

```
cout << endl:
// Method to remove the first node from the list
void removeFirst() {
  if (size == 0) {
     cout << "List is empty" << endl;</pre>
  } else {
     Node* temp = head;
     head = head->next;
     delete temp:
     size--;
     if (size == 0) {
       tail = nullptr;
}
// Method to get the first element of the list
int getFirst() {
  if (size == 0) {
     cout << "List is empty" << endl;</pre>
     return -1;
  } else {
     return head->data;
// Method to reverse every k nodes in the list
void kReverse(int k) {
  LinkedList prev;
  while (size > 0) {
     LinkedList curr;
     if (size \geq k) {
       for (int i = 0; i < k; i++) {
          int val = getFirst();
          removeFirst();
          curr.addFirst(val);
     } else {
       int sz = size;
       for (int i = 0; i < sz; i++) {
          int val = getFirst();
          removeFirst();
          curr.addLast(val);
     if (prev.size == 0) {
       prev = curr;
     } else {
       tail->next = curr.head;
       tail = curr.tail;
       size += curr.size;
  head = prev.head;
  tail = prev.tail;
```

```
size = prev.size;
  // Destructor to free memory
  ~LinkedList() {
     Node* curr = head;
     while (curr != nullptr) {
       Node* temp = curr;
       curr = curr->next;
       delete temp;
  }
};
// Main function to demonstrate LinkedList operations
int main() {
  LinkedList 11;
  l1.addLast(1);
  l1.addLast(2);
  l1.addLast(3);
  l1.addLast(4);
  l1.addLast(5);
  l1.addLast(6);
  l1.addLast(7);
  l1.addLast(8);
  l1.addLast(9);
  l1.addLast(10);
  l1.addLast(11);
  int k = 3;
  int a = 100;
  int b = 200;
  l1.display();
                      // Original list: 1 2 3 4 5 6 7 8 9
10 11
  11.kReverse(k);
                        // Reverse every k nodes
  l1.display();
                      /\!/ After kReverse: 3 2 1 6 5 4 9 8
7\ 10\ 11
  l1.addFirst(a);
                       // Add element at the beginning:
100 3 2 1 6 5 4 9 8 7 10 11
                        /\!/ Add element at the end: 100 3
  l1.addLast(b);
2\ 1\ 6\ 5\ 4\ 9\ 8\ 7\ 10\ 11\ 200
  l1.display();
                      // Final list
  return 0;
1\; 2\; 3\; 4\; 5\; 6\; 7\; 8\; 9\; 10\; 11\\
```