Leetcode-4. (Rotate List).

```
int getLength(struct ListNode* head)
{
    if(head==NULL)
        return 0;
    return 1+getLength(head->next);
}
struct ListNode* rotateRight(struct
        ListNode* head, int k)
    {
        if(head==NULL || k==0)
        return head;
    int length = getLength(head);
    if(length==1)
        return head;
    for(int i=0; i<k%length; i++)
    {
        struct ListNode *p=head;
        while(p->next->next!=NULL)
        {
            p=p->next;
        }
    struct ListNode *a=(struct ListNode*)
                    malloc(sizeof(struct ListNode
    a->val=p->next->val;
    a->next=head;
    head=a;
    p->next=NULL;
    }
return head;
}
```

output

case 1:

head = [1, 2, 3, 4, 5]

k = 2.

[4, 5, 1, 2, 3]

case 2:

head = [0, 1, 2]

k = 4

~~output~~

~~[0, 0, 1~~ [2, 0, 1].

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