```
struct ListNode* reverseList(struct ListNode* cur, struct ListNode* prev) {
            struct ListNode* temp = cur->next;
            cur->next = prev;
           prev = cur;
            cur = temp;
        return prev;
11
    // Main function to calculate the maximum sum of pairs.
    int pairSum(struct ListNode* head) {
        int res = 0;
        struct ListNode* slow = head;
        struct ListNode* fast = head;
       while (fast != NULL && fast->next != NULL) {
            fast = fast->next->next;
            slow = slow->next;
        slow = reverseList(slow, NULL);
            res = res > slow->val + head->val ? res : slow->val + head->val;
            head = head->next;
    struct ListNode* createNode(int val) {
       struct ListNode* newNode = (struct ListNode*)malloc(sizeof(struct ListNode));
        newNode->val = val;
        newNode->next = NULL;
```

```
// Function to create a new node with given value.
    struct ListNode* createNode(int val) {
        struct ListNode* newNode = (struct ListNode*)malloc(sizeof(struct ListNode));
        newNode->val = val;
        newNode->next = NULL;
        return newNode;
    void append(struct ListNode** head, int val) {
        struct ListNode* newNode = createNode(val);
        if (*head == NULL) {
            *head = newNode;
            return;
        struct ListNode* temp = *head;
        while (temp->next != NULL) {
            temp = temp->next;
        temp->next = newNode;
    void printList(struct ListNode* head) {
        while (head != NULL) {
            printf("%d ", head->val);
            head = head->next;
        printf("\n");
66
                                                                     Solution

    ☐ Editorial

   Sarvesh Rastogi submitted at Feb 20, 2024 12:54
      © Runtime
      124 ms
                                            47.06 MB
       Beats 68.28% of users with C
         98ms 115ms 125ms 135ms 147ms 193ms 231ms 308ms
```