#include<stdio.h>

#include<stdlib.h>

struct student

{

int val;

struct ListNode\* next;

};

struct student\*func()

{

int num;

struct student\* head, \* p, \* q;

head = NULL;

q = NULL;

for (int i = 0;i < 5;i++)

{

p = (struct student\*)malloc(sizeof(struct student));

scanf\_s("%d", &p->val);

p->next = NULL;

if (head = NULL)

{

head = p;

q = p;

}

else { q->next = p;q = p; }

}

return head;

}

void change(struct student\* head)

{

}

int main()

{

change(func());

}