

```
#include <stdio.h>
#include <stdlib.h>

struct ListNode {
    int val;
    struct ListNode* next;
};

struct ListNode* reverseList(struct ListNode* head) {
    struct ListNode* rhead = NULL;
    struct ListNode* tmp = head;

    while (tmp != NULL) {
        struct ListNode* nextNode = tmp->next;
        tmp->next = rhead;
        rhead = tmp;
        tmp = nextNode;
    }

    return rhead;
}
```



`rhead` → `NULL`



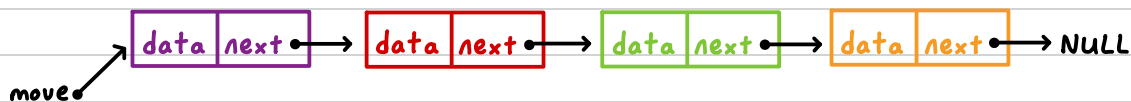
`rhead` → `NULL`



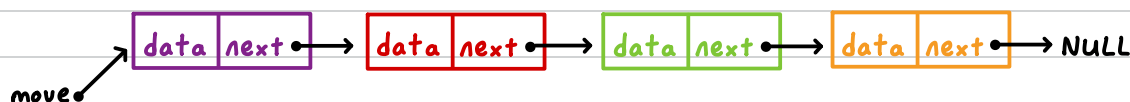
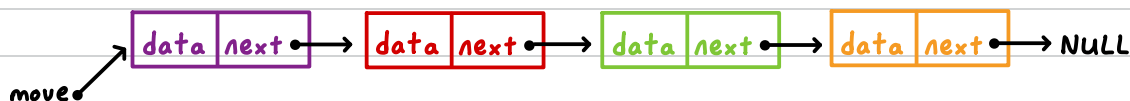
`rhead` → `NULL`

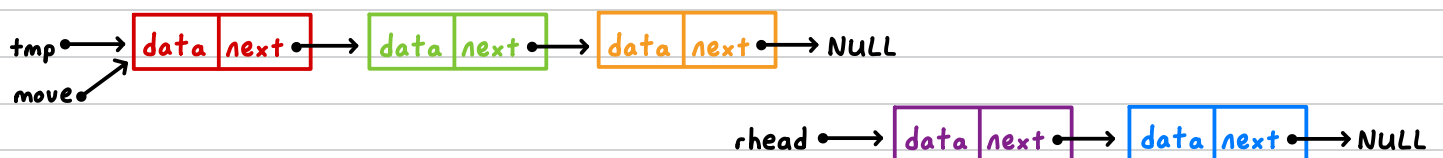
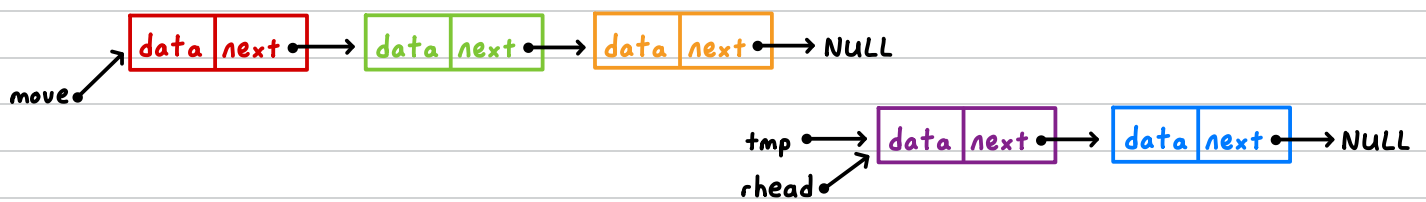


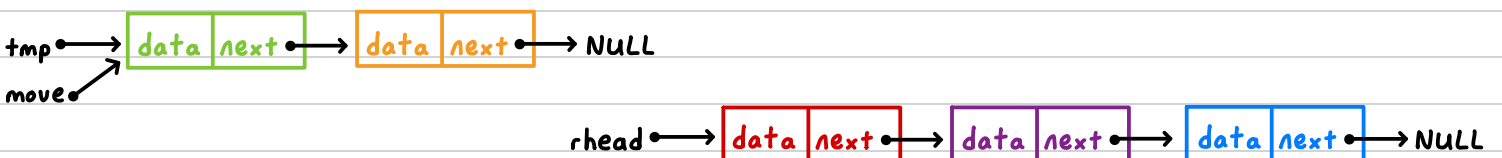
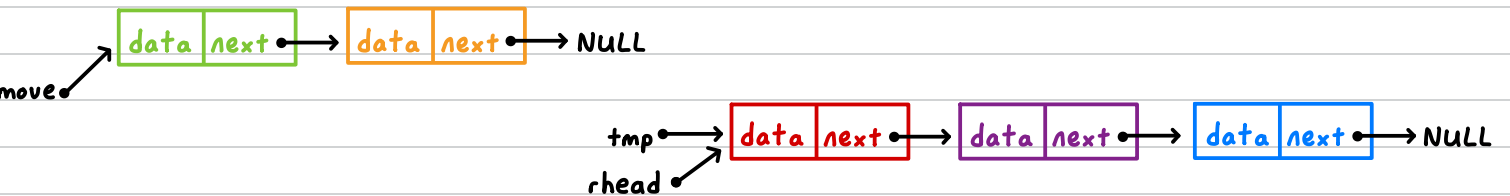
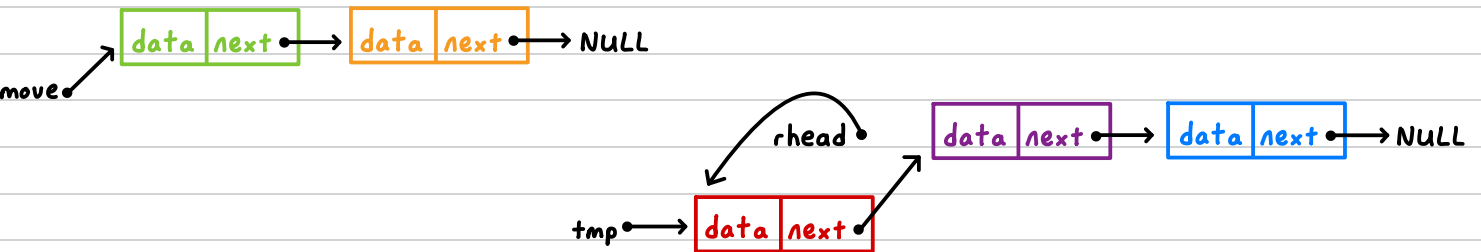
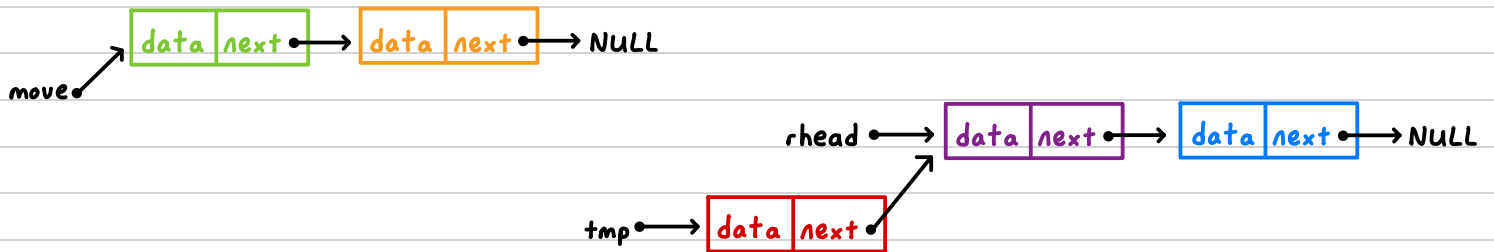
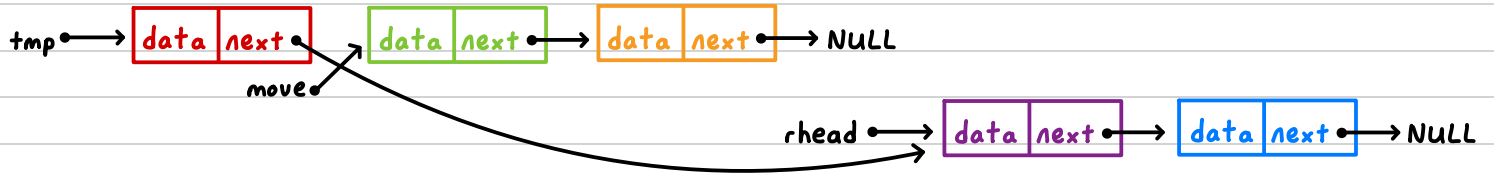
`rhead` → `NULL`

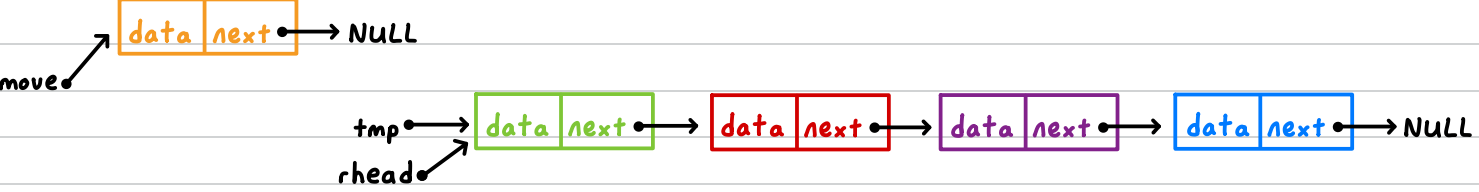
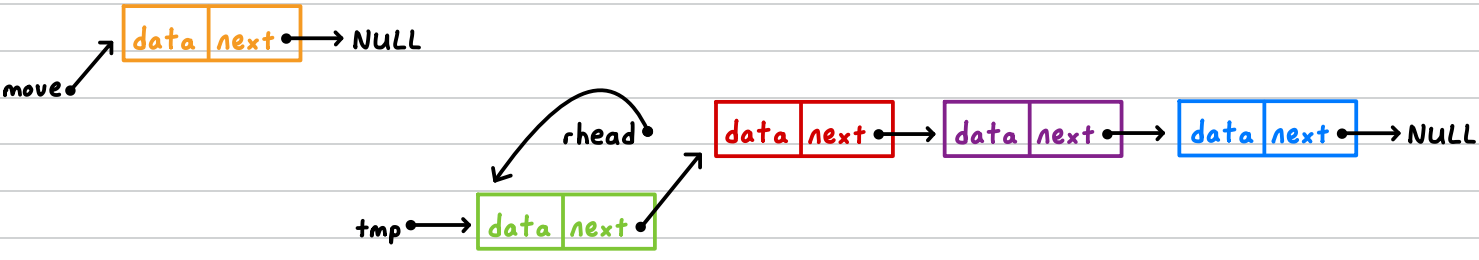
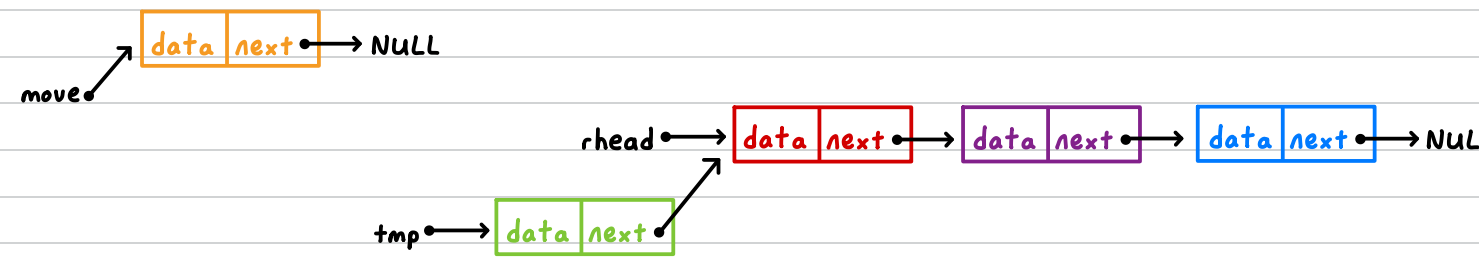
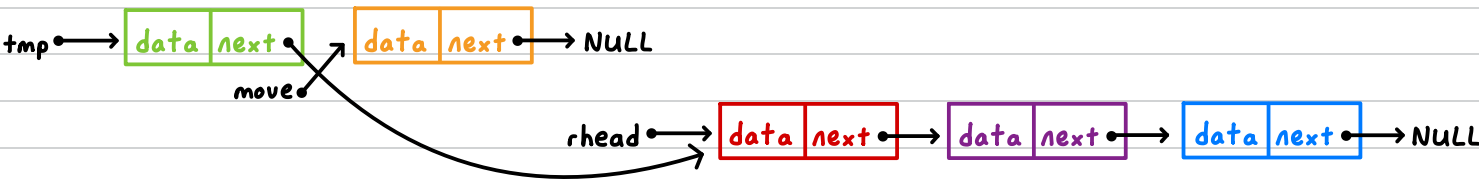
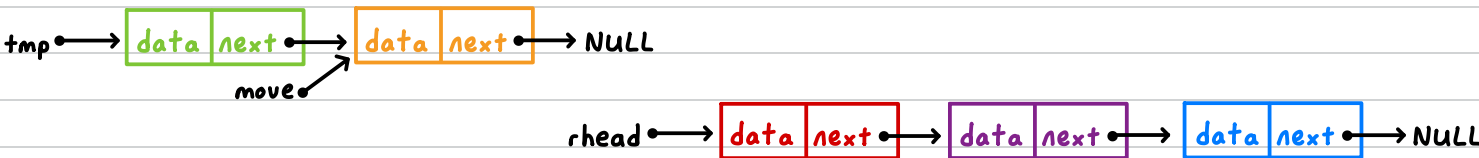


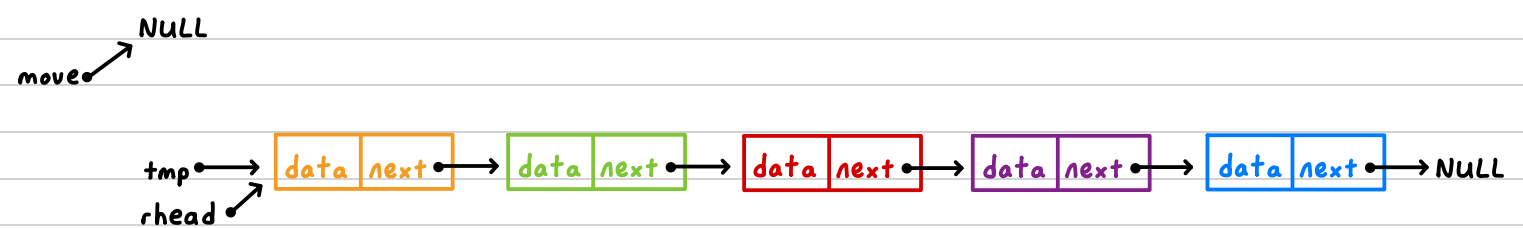
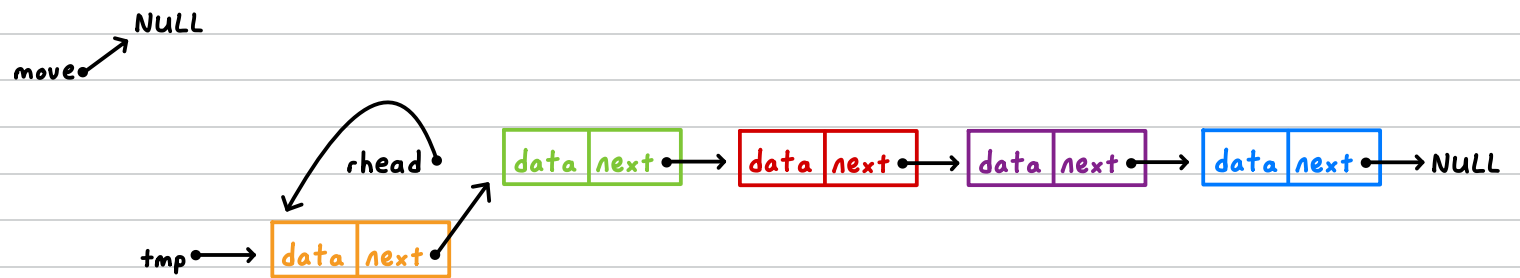
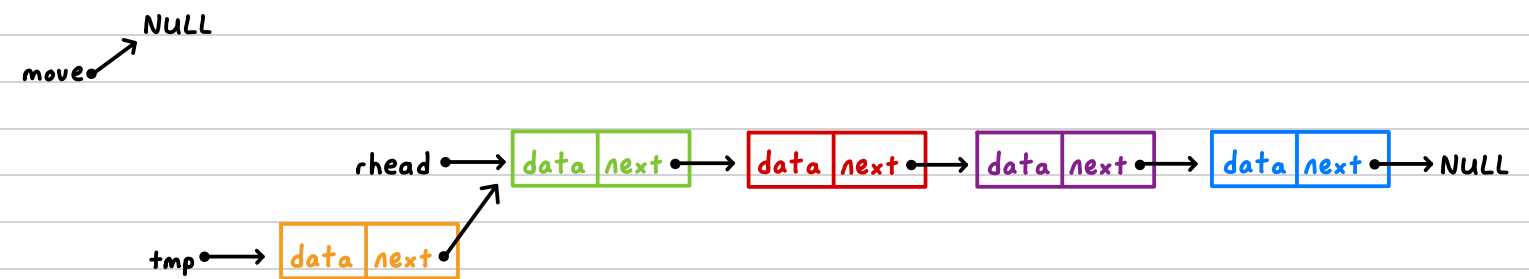
`rhead` → `NULL`











tmp → NULL    **END**  
move ↗



return rhead