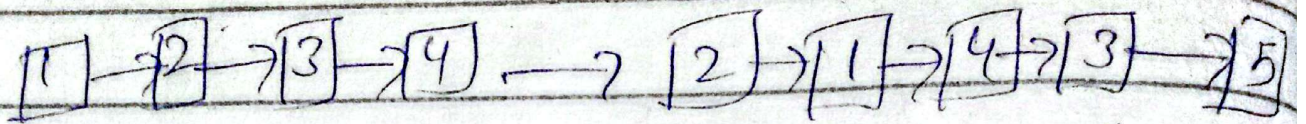


Swap Nodes in Pairs



In odd case, odd elements remain same in the pattern.

```
Node* swapPairs(head) {  
    if (head == NULL || head->next == NULL) { BC  
        return head;  
    }
```

```
    first = head; sec = head->next; prev = NULL;  
    while (first != NULL && sec != NULL) {
```

```
        Node* third = sec->next;
```

```
        sec->next = first;
```

```
        first->next = third;
```

```
        prev->next = second;
```

```
        prev = first;
```

```
        first = third;
```

```
        sec = third->next;
```

} updation for
next ptr.

TC = $O(n)$