

```

1  #include <iostream>
2  #include <stdlib.h> //srand, rand
3  #include <time.h> //clock_t, clock, CLOCKS_PER_SEC
4  using namespace std;
5
6  // reversing a singly linked list
7
8
9  class Node{
10
11     private:
12         int data;
13         Node* nextNodePtr;
14
15     public:
16         Node() {}
17
18         void setData(int d){
19             data = d;
20         }
21
22         int getData(){
23             return data;
24         }
25
26         void setNextNodePtr(Node* nodePtr){
27             nextNodePtr = nodePtr;
28         }
29
30         Node* getNextNodePtr(){
31             return nextNodePtr;
32         }
33
34 };
35
36 class List{
37
38     private:
39         Node *headPtr;
40
41     public:
42         List(){
43             headPtr = new Node();
44             headPtr->setNextNodePtr(0);
45         }
46
47         Node* getHeadPtr(){
48             return headPtr;
49         }
50
51         bool isEmpty(){
52
53             if (headPtr->getNextNodePtr() == 0)
54                 return true;
55
56             return false;
57         }
58
59         void insert(int data){
60
61             Node* currentNodePtr = headPtr->getNextNodePtr();
62             Node* prevNodePtr = headPtr;
63
64

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65     while (currentNodePtr != 0){
66         prevNodePtr = currentNodePtr;
67         currentNodePtr = currentNodePtr->getNextNodePtr ();
68     }
69
70     Node* newNodePtr = new Node ();
71     newNodePtr->setData (data);
72     newNodePtr->setNextNodePtr (0);
73     prevNodePtr->setNextNodePtr (newNodePtr);
74
75 }
76
77 void insertAtIndex(int insertIndex, int data){
78
79     Node* currentNodePtr = headPtr->getNextNodePtr ();
80     Node* prevNodePtr = headPtr;
81
82     int index = 0;
83
84     while (currentNodePtr != 0){
85
86         if (index == insertIndex)
87             break;
88
89         prevNodePtr = currentNodePtr;
90         currentNodePtr = currentNodePtr->getNextNodePtr ();
91         index++;
92     }
93
94     Node* newNodePtr = new Node ();
95     newNodePtr->setData (data);
96     newNodePtr->setNextNodePtr (currentNodePtr);
97     prevNodePtr->setNextNodePtr (newNodePtr);
98
99 }
100
101
102
103 void IterativePrint (){
104
105     Node* currentNodePtr = headPtr->getNextNodePtr ();
106
107     while (currentNodePtr != 0){
108         cout << currentNodePtr->getData () << " ";
109         currentNodePtr = currentNodePtr->getNextNodePtr ();
110     }
111
112     cout << endl;
113
114 }
115
116
117 void reverseList (){
118
119     Node* currentNodePtr = headPtr->getNextNodePtr ();
120     Node* prevNodePtr = 0;
121     Node* nextNodePtr = currentNodePtr;
122
123     while (currentNodePtr != 0){
124
125         nextNodePtr = currentNodePtr->getNextNodePtr (); // Step 1
126         currentNodePtr->setNextNodePtr (prevNodePtr); // Step 2
127         prevNodePtr = currentNodePtr; // Step 3
128         currentNodePtr = nextNodePtr; // Step 4

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129
130     }
131
132     headPtr->setNextNodePtr (prevNodePtr);
133
134     }
135
136
137
138
139
140
141 };
142
143 int main(){
144     int listSize;
145
146     cout << "Enter the number of elements you want to insert: ";
147     cin >> listSize;
148
149     List integerList; // Create an empty list
150
151     srand(time(NULL));
152
153     int maxValue;
154
155     cout << "Enter the maximum value for an element: ";
156     cin >> maxValue;
157
158
159     for (int i = 0; i < listSize; i++){
160
161         int value = rand() % maxValue;
162
163         integerList.insertAtIndex(i, value);
164     }
165
166     cout << "Contents of the List (before reversal): ";
167     integerList.IterativePrint();
168
169     integerList.reverseList();
170
171     cout << "Contents of the List (after reversal): ";
172     integerList.IterativePrint();
173
174
175     return 0;
176 }

```

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Enter the number of elements you want to insert: 10
Enter the maximum value for an element: 50
Contents of the List (before reversal): 30 36 23 48 47 48 27 41 13 45
Contents of the List (after reversal): 45 13 41 27 48 47 48 23 36 30

```