Reverse Splice [ / 20 ]

Write a function named `reverse_splice` that takes in 3 arguments: an STL list named `data` and two iterators `i` and `j`. The function should reverse the order of the data between those iterators. For example, if `data` initially stores this sequence: 1 2 3 4 5 6 7 8 9 and `i` refers to 3 and `j` refers to 7, then after the call `reverse_splice(data, i, j)`, `data` will contain: 1 2 7 6 5 4 3 8 9, `i` will refer to element 7, and `j` will refer to element 3. Your function should return `true` if the operation was successful, and `false` if the request is invalid. Note: Your function may only use a constant amount of additional memory.

```
sample solution: 21 line(s) of code
```