

## 141. Linked List Cycle

Attempted 

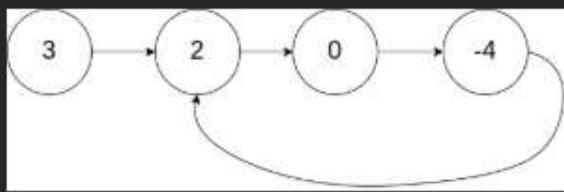
  

Given `head`, the head of a linked list, determine if the linked list has a cycle in it.

There is a cycle in a linked list if there is some node in the list that can be reached again by continuously following the `next` pointer. Internally, `pos` is used to denote the index of the node that tail's `next` pointer is connected to. **Note that `pos` is not passed as a parameter.**

Return `true` if there is a cycle in the linked list. Otherwise, return `false`.

**Example 1:**

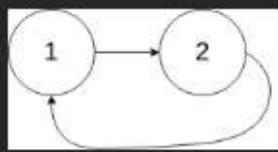


**Input:** `head = [3,2,0,-4]`, `pos = 1`

**Output:** `true`

**Explanation:** There is a cycle in the linked list, where the tail connects to the 1st node (0-indexed).

**Example 2:**



**Input:** head = [1,2], pos = 0

**Output:** true

**Explanation:** There is a cycle in the linked list, where the tail connects to the 0th node.

**Example 3:**



**Input:** head = [1], pos = -1

**Output:** false

**Explanation:** There is no cycle in the linked list.

**Constraints:**

- The number of the nodes in the list is in the range [0,  $10^4$ ].

C Auto

```
1 // Definition for singly-linked list.
2 struct ListNode {
3     int val;
4     struct ListNode *next;
5 };
6 */
7
8 bool hasCycle(struct ListNode *head) {
9     struct ListNode *s=head;
10    struct ListNode *t=head;
11    while(t!=NULL && t->next!=NULL){
12        t=t->next->next;
13        if(t==s){
14            return true;
15        }
16        s=s->next;
17    }
18    return false;
19 }
```

Saved Ln 1, Col 1

Testcase | Test Result

Accepted Runtime: 0 ms

Case 1 Case 2 Case 3

Input

```
head =
[3,2,0,-4]
```

pos =

```
1
```

Output

```
true
```

Expected

```
true
```