142. Linked List Cycle II

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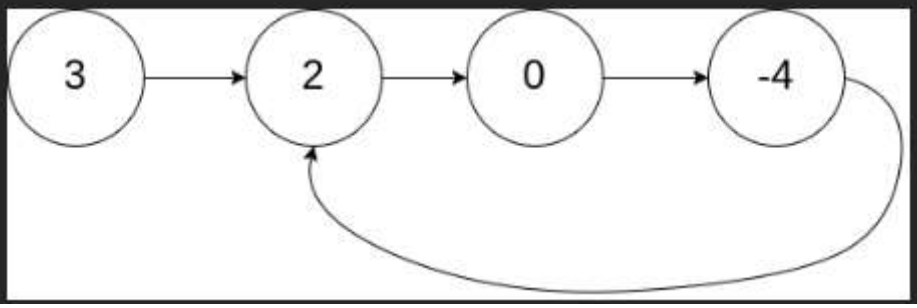
Given the `head` of a linked list, return *the node where the cycle begins. If there is no cycle, return* `null`.

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 (**0-indexed**). It is `-1` if there is no cycle. **Note that** `pos` **is not passed as a parameter**.

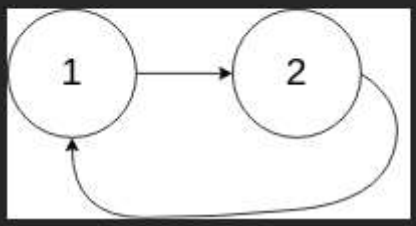
Do not modify the linked list.

Example 1:



Input: head = [3,2,0,-4], pos = 1
Output: tail connects to node index 1
Explanation: There is a cycle in the linked list, where tail connects to the second node.

Example 2:



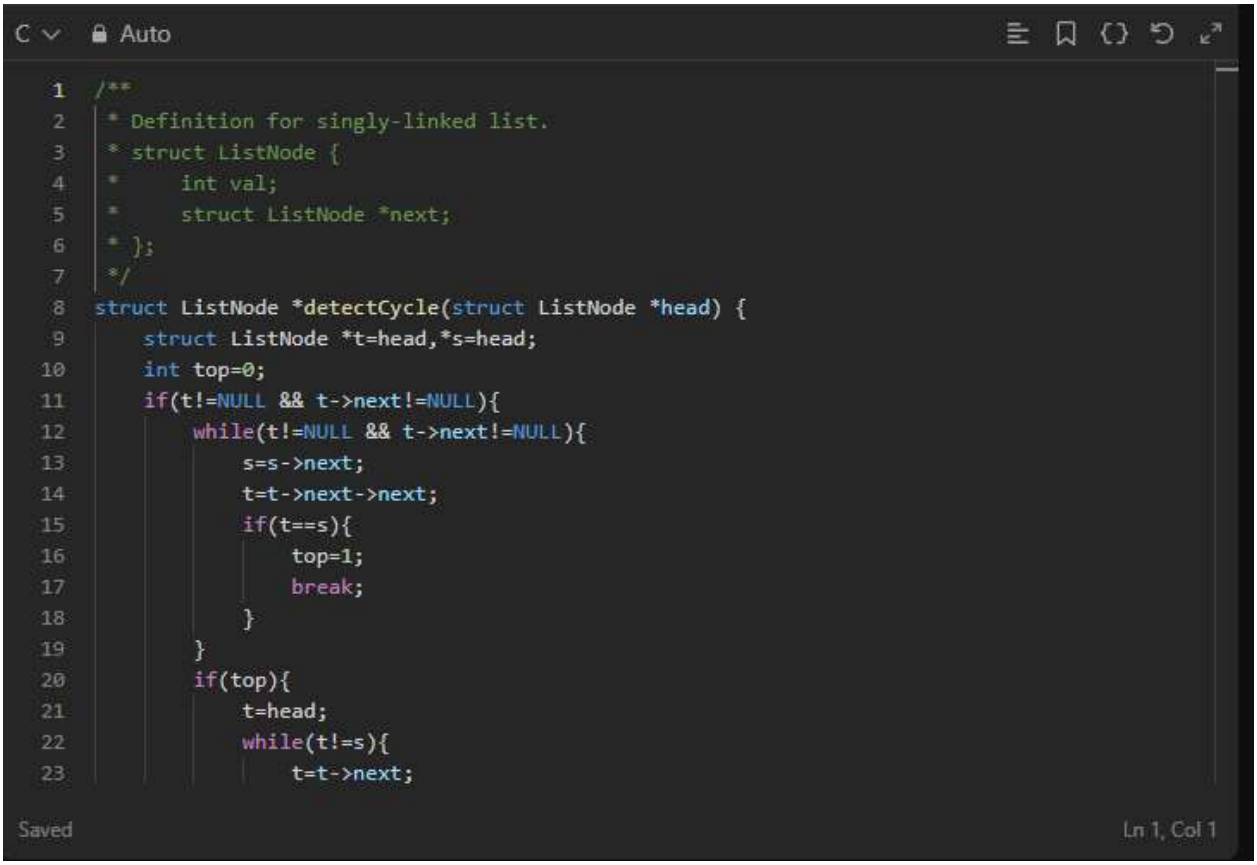
Input: head = [1,2], pos = 0
Output: tail connects to node index 0
Explanation: There is a cycle in the linked list, where tail connects to the first node.

Example 3:

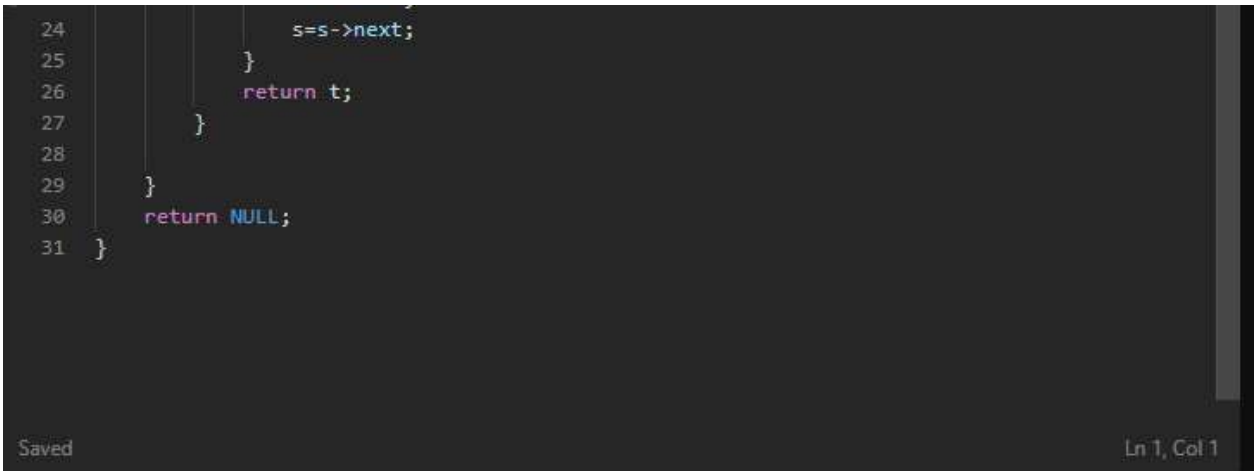
Input: head = [1], pos = -1
Output: no cycle
Explanation: There is no cycle in the linked list.

Constraints:

- The number of the nodes in the list is in the range `[0, 10^4]`.
- `-10^5 <= Node.val <= 10^5`
- `pos` is `-1` or a **valid index** in the linked-list.



```c
/**
 * Definition for singly-linked list.
 * struct ListNode {
 *     int val;
 *     struct ListNode *next;
 * };
 */
struct ListNode *detectCycle(struct ListNode *head) {
    struct ListNode *t=head,*s=head;
    int top=0;
    if(t!=NULL && t->next!=NULL){
        while(t!=NULL && t->next!=NULL){
            s=s->next;
            t=t->next->next;
            if(t==s){
                top=1;
                break;
            }
        }
        if(top){
            t=head;
            while(t!=s){
                t=t->next;
```



```c
                s=s->next;
            }
            return t;
        }

    }
    return NULL;
}
```


Testcase
Test Result
Accepted
Runtime: 2 ms
Case 1
Case 2
Case 3
Input
head =
[3,2,0,-4]
pos =
1
Output
tail connects to node index 1
Expected
tail connects to node index 1