

Lesson 02 Demo 10

Detect a Cycle in a Linked List

Objective: To determine whether a linked list has a cycle in it. A linked list has a cycle if there is a node in the list that can be reached again by continuously following the next pointer

Tools required: Visual Studio Code (VS Code) and JavaScript

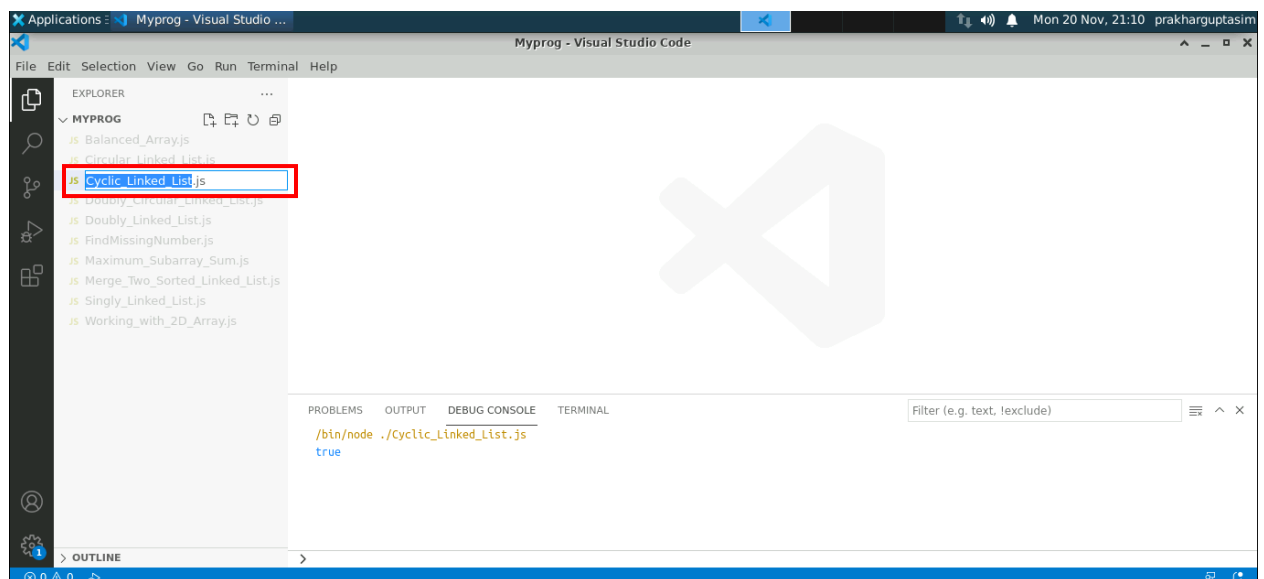
Prerequisites: Perform demo 01 of lesson 02

Steps to be followed:

1. Create and execute the JS file

Step 1: Create and execute the JS file

1.1 Create a JavaScript file named **Cyclic_Linked_List.js** as shown below:



1.2 Write the code given below in the file created in step 1.1:

```
class ListNode {
  constructor(value) {
    this.value = value;
    this.next = null;
  }
}

function hasCycle(head) {
  if (!head || !head.next) {
    return false;
  }
  let slow = head; // Moves one step at a time
  let fast = head.next; // Moves two steps at a time
  while (slow !== fast) {
    if (!fast || !fast.next) {
      return false; // Reaches the end without cycle
    }
    slow = slow.next;
    fast = fast.next.next;
  }

  return true; // Fast and slow pointers meet, indicating a cycle
}

let head = new ListNode(1);
head.next = new ListNode(2);
head.next.next = new ListNode(3);
head.next.next.next = new ListNode(4);
head.next.next.next.next = head.next; // Creating a cycle
console.log(hasCycle(head)); // Returns true
```

```

1  class ListNode {
2      constructor(value) {
3          this.value = value;
4          this.next = null;
5      }
6  }
7
8  function hasCycle(head) {
9      if (!head || !head.next) {
10         return false;
11     }
12
13     let slow = head; // Moves one step at a time
14     let fast = head.next; // Moves two steps at a time
15
16     while (slow !== fast) {
17         if (!fast || !fast.next) {
18             return false; // Reaches the end without cycle
19         }
20         slow = slow.next;
21         fast = fast.next.next;
22     }
23
24     return true; // Fast and slow pointers meet, indicating a cycle
25 }

```

1.3 Save the code and click on **Run->Run Without Debugging** to check the output in the debug console

The Run menu is open, showing the following options:

- Start Debugging (F5)
- Run Without Debugging (Ctrl+F5)**
- Stop Debugging (Shift+F5)
- Restart Debugging (Ctrl+Shift+F5)
- Open Configurations
- Add Configuration...
- Step Over (F10)
- Step Into (F11)
- Step Out (Shift+F11)
- Continue (F5)
- Toggle Breakpoint (F9)
- New Breakpoint
- Enable All Breakpoints
- Disable All Breakpoints
- Remove All Breakpoints
- Install Additional Debuggers...

```

1  function hasCycle(head) {
2    if (!head || !head.next) {
3      return false;
4    }
5
6    let slow = head; // Moves one step at a time
7    let fast = head.next; // Moves two steps at a time
8
9    while (slow !== fast) {
10     if (!fast || !fast.next) {
11       return false; // Reaches the end without cycle
12     }
13     slow = slow.next;
14     fast = fast.next.next;
15   }
16
17   return true; // Fast and slow pointers meet, indicating a cycle
18 }

```

- Now you can see the output in the debug console as shown below:

```

1  class ListNode {
2    constructor(value) {
3      this.value = value;
4      this.next = null;
5    }
6  }
7
8  function hasCycle(head) {
9    if (!head || !head.next) {
10     return false;
11   }
12
13   let slow = head; // Moves one step at a time
14   let fast = head.next; // Moves two steps at a time
15 }

```

DEBUG CONSOLE

```

/bin/node ./Cyclic_Linked_List.js
true

```

Explanation:

1. **Two-Pointer Approach:** The function uses two pointers, slow and fast. The slow pointer advances one node at a time, while the fast pointer moves two nodes at a time.
2. **Cycle Detection Logic:** If there's a cycle, slow and fast will eventually meet inside the cycle. If there's no cycle, fast will reach the end of the list (null).
3. **Edge Case Handling:** Before starting the loop, the function checks if the list is empty or has only one node, in which case it returns false as a cycle is impossible.
4. **Return Value:** The function returns true if a cycle is detected (when slow and fast meet) and false otherwise (when fast reaches the end of the list).

By following the above steps, you have successfully determined whether a linked list contains a cycle using Floyd's Tortoise and Hare algorithm. This method is advantageous as it requires no additional memory and operates in linear time complexity.