

Problem

Editorial

Submissions

Comments

Output Window

Compilation ResultsCustom InputY.O.G.I. (AI Bot)

Problem Solved Successfully

Suggest Feedback

Test Cases Passed

1112 / 1112

Attempts : Correct / Total

1 / 2

Accuracy : 50%

Points Scored

1 / 1

Your Total Score: 3

Time Taken

0.09

Solve Next

Count Linked List Nodes

Delete Alternate Nodes

Insert in Middle of Linked List

Kick start your career with GfG 160!

C++ (g++ 5.4)Start Timer

```
1 // ) Driver Code Ends
19 /*
20 struct Node {
21     int data;
22     struct Node* next;
23
24     Node(int x) {
25         data = x;
26         next = nullptr;
27     }
28 };
29 */
30 /*
31 Print elements of a linked list on console
32 Head pointer input could be NULL as well for empty list
33 */
34
35 class Solution {
36 public:
37     // Function to display the elements of a linked list in the same line
38     void printlist(Node *head) {
39         Node* temp = head;
40         while (temp != nullptr) {
41             cout << temp->data << " ";
42             temp = temp->next;
43         }
44     }
45 }
46
47
48 // ) Driver Code Ends
```

Custom Input

Compile & Run

Submit

Description | **Accepted** × | Editorial | Solutions | Submissions

← All Submissions

Accepted 168 / 168 testcases passed

divyanshu919891 submitted at Feb 14, 2025 15:27

Editorial

Solution

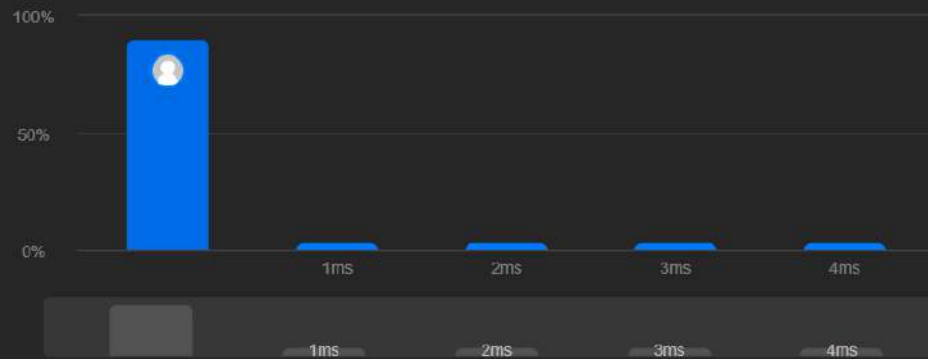
Runtime

0 ms | Beats **100.00%**

Analyze Complexity

Memory

16.30 MB | Beats **35.36%**



Code | C++

```
/**
 * Definition for singly-linked list.
 * struct ListNode {
 *     int val;
```

Code

C++ | Auto

```
9  * );
10 */
11 class Solution {
12 public:
13     ListNode* deleteDuplicates(ListNode* head) {
14         ListNode* curr = head;
15
16         while (curr != nullptr) {
17             while (curr->next && curr->val == curr->next->val)
18                 curr->next = curr->next->next;
19             curr = curr->next;
20         }
21
22         return head;
23     }
24 };
```

Saved

Ln 24, Col 3

Testcase | **Test Result**

Accepted Runtime: 0 ms

Case 1

Case 2

Input

Description Editorial Solutions Submissions				
Status	Language	Runtime	Memory	Notes
2 Accepted Feb 13, 2025	C++	0 ms	13.5 MB	
1 Accepted Dec 24, 2024	C++	0 ms	13.3 MB	

Code

C++ Auto

```
1 class Solution {
2     public:
3     ListNode* reverseList(ListNode* head) {
4         ListNode* prev = nullptr;
5
6         while (head != nullptr) {
7             ListNode* next = head->next;
8             head->next = prev;
9             prev = head;
10            head = next;
11        }
12
13        return prev;
14    }
15 };
16
```

Restored from local Upgrade to Cloud Saving Ln 1, Col 1

Testcase Test Result

Case 1 Case 2 Case 3 +

head =

</> Source ?

Accepted 70 / 70 testcases passed

divyanshu919891 submitted at Feb 14, 2025 15:30

Editorial

Solution

Runtime

1 ms | Beats 56.52%

Analyze Complexity

Memory

312.17 MB | Beats 17.83%



Code | C++

```
/**
 * Definition for singly-linked list.
 * struct ListNode {
 *     int val;
```

</>Code

C++ v Auto

```
10  */
11  class Solution {
12  public:
13      ListNode* deleteMiddle(ListNode* head) {
14          ListNode dummy(0, head);
15          ListNode* slow = &dummy;
16          ListNode* fast = &dummy;
17
18          while (fast->next != nullptr && fast->next->next != nullptr) {
19              slow = slow->next;
20              fast = fast->next->next;
21          }
22
23          slow->next = slow->next->next;
24          return dummy.next;
25      }
26  };
```

Saved

Ln 22, Col 1

Testcase | Test Result

Accepted

Runtime: 0 ms

Case 1

Case 2

Case 3

Input

Accepted 208 / 208 testcases passed

divyanshu919891 submitted at Feb 14, 2025 15:31

Editorial

Solution

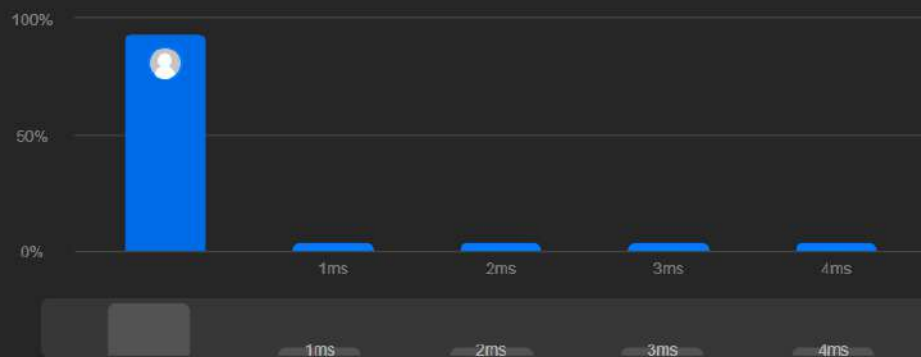
Runtime

0 ms | Beats 100.00%

Analyze Complexity

Memory

19.42 MB | Beats 62.56%



Code | C++

```
/**
 * Definition for singly-linked list.
 * struct ListNode {
 *     int val;
```

Code

C++ Auto

```
struct ListNode {
4   *   int val;
5   *   ListNode *next;
6   *   ListNode() : val(0), next(nullptr) {}
7   *   ListNode(int x) : val(x), next(nullptr) {}
8   *   ListNode(int x, ListNode *next) : val(x), next(next) {}
9   * };
10  */
11 class Solution {
12 public:
13     ListNode* mergeTwoLists(ListNode* list1, ListNode* list2) {
14         if (!list1 || !list2)
15             return list1 ? list1 : list2;
16         if (list1->val > list2->val)
17             swap(list1, list2);
18         list1->next = mergeTwoLists(list1->next, list2);
19         return list1;
20     }
21 };
```

Saved

Ln 21, Col 3

Testcase | Test Result

Accepted Runtime: 0 ms

Case 1

Case 2

Case 3

Input

DescriptionAccepted ×EditorialSolutionsSubmissions

All Submissions

Accepted166 / 166 testcases passed

divyanshu919891 submitted at Feb 14, 2025 15:31

EditorialSolution

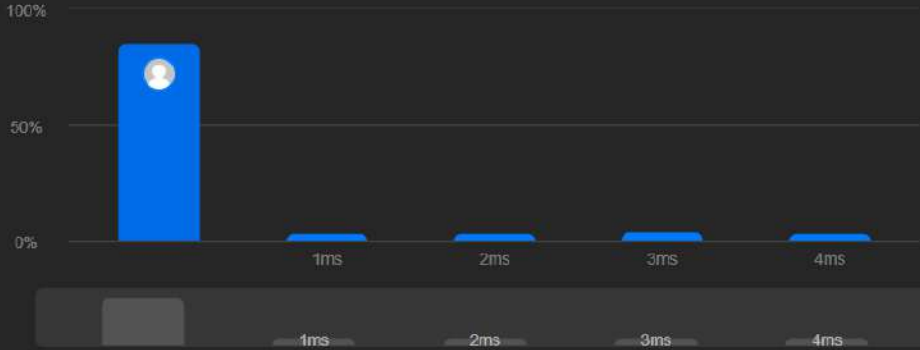
Runtime

0 ms | Beats 100.00%

Analyze Complexity

Memory

15.81 MB | Beats 18.26%



Runtime	Percentage
0 ms	100%
1 ms	~1%
2 ms	~1%
3 ms	~1%
4 ms	~1%

Code | C++

/**
 * Definition for singly-linked list.
 * struct ListNode {
 * int val;
 * ListNode *next;
 * ListNode(int val) : val(val), next(nullptr) {}
 * };
 */

</>Code

C++Auto

```
10  */
11  class Solution {
12  public:
13      ListNode* deleteDuplicates(ListNode* head) {
14          ListNode dummy(0, head);
15          ListNode* prev = &dummy;
16
17          while (head != nullptr) {
18              while (head->next && head->val == head->next->val)
19                  head = head->next;
20              if (prev->next == head)
21                  prev = prev->next;
22              else
23                  prev->next = head->next;
24              head = head->next;
25          }
26
27          return dummy.next;
28      }
29  };
```

SavedIn 29, Col 3

Testcase> Test Result

AcceptedRuntime: 0 ms

Case 1Case 2

Input

DescriptionEditorialSolutionsSubmissions

	Status	Language	Runtime	Memory	Notes
2	Accepted Feb 13, 2025	C++	9 ms	11.8 MB	
1	Accepted Dec 24, 2024	C++	10 ms	11.9 MB	

CodeAccepted

C++Auto

```
1 class Solution {
2 public:
3     bool hasCycle(ListNode* head) {
4         ListNode* slow = head;
5         ListNode* fast = head;
6
7         while (fast != nullptr && fast->next != nullptr) {
8             slow = slow->next;
9             fast = fast->next->next;
10            if (slow == fast)
11                return true;
12        }
13
14        return false;
15    }
16};
```

SavedLn 1, Col 1

TestcaseTest Result

Case 1Case 2Case 3+

head =

</> Source?

Description Accepted Editorial Solutions Submissions

All Submissions

Accepted 44 / 44 testcases passed

divyanshu919891 submitted at Feb 14, 2025 15:33

Editorial

Solution

Runtime

0 ms | Beats 100.00%

Analyze Complexity

Memory

11.12 MB | Beats 73.55%



Code C++

```
class Solution {
public:
    ListNode* reverseBetween(ListNode* head, int left, int right) {
        if (left == 1)
```

Code

C++ Auto

```
1 class Solution {
2 public:
3     ListNode* reverseBetween(ListNode* head, int left, int right) {
4         if (left == 1)
5             return reverseN(head, right);
6
7         head->next = reverseBetween(head->next, left - 1, right - 1);
8
9         return head;
10    }
11
12 private:
13     ListNode* reverseN(ListNode* head, int n) {
14         if (n == 1)
15             return head;
16
17         ListNode* newHead = reverseN(head->next, n - 1);
18         ListNode* headNext = head->next;
19         head->next = headNext->next;
```

Saved

Ln 24, Col 3

Testcase Test Result

Accepted Runtime: 0 ms

Case 1

Case 2

Input

Description | Accepted × | Editorial | Solutions | Submissions

← All Submissions

Accepted 232 / 232 testcases passed

divyanshu919891 submitted at Feb 14, 2025 15:33

Editorial

Solution

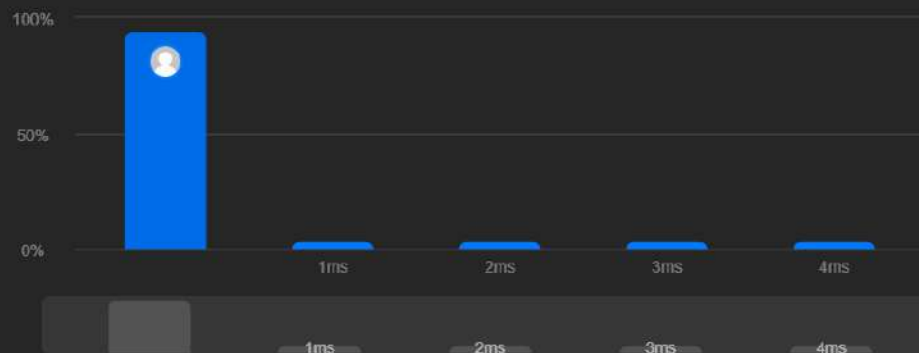
Runtime

0 ms | Beats 100.00%

Analyze Complexity

Memory

16.48 MB | Beats 31.82%



Code | C++

```
class Solution {
public:
    ListNode* rotateRight(ListNode* head, int k) {
        if (!head || !head->next || k == 0)
```

Code

C++ v Auto

```
1 class Solution {
2 public:
3     ListNode* rotateRight(ListNode* head, int k) {
4         if (!head || !head->next || k == 0)
5             return head;
6
7         ListNode* tail;
8         int length = 1;
9         for (tail = head; tail->next; tail = tail->next)
10             ++length;
11         tail->next = head; // Circle the list.
12
13         const int t = length - k % length;
14         for (int i = 0; i < t; ++i)
15             tail = tail->next;
16         ListNode* newHead = tail->next;
17         tail->next = nullptr;
18
19         return newHead;
```

Saved

Ln 21, Col 3

Testcase | Test Result

Accepted Runtime: 0 ms

Case 1

Case 2

Input

Description | Accepted X | Editorial | Solutions | Submissions

< All Submissions

Accepted 30 / 30 testcases passed

divyanshu919891 submitted at Feb 14, 2025 15:34

Editorial

Solution

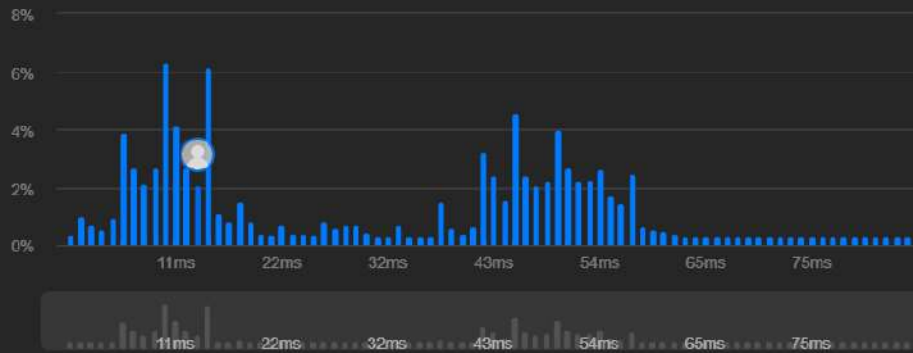
Runtime

13 ms | Beats 74.55%

Analyze Complexity

Memory

56.98 MB | Beats 90.48%



Code | C++

```
class Solution {
public:
    ListNode* sortList(ListNode* head) {
        const int length = getLength(head);
```

Code

C++ Auto

```
1 class Solution {
2 public:
3     ListNode* sortList(ListNode* head) {
4         const int length = getLength(head);
5         ListNode dummy(0, head);
6
7         for (int k = 1; k < length; k *= 2) {
8             ListNode* curr = dummy.next;
9             ListNode* tail = &dummy;
10            while (curr != nullptr) {
11                ListNode* l = curr;
12                ListNode* r = split(l, k);
13                curr = split(r, k);
14                auto [mergedHead, mergedTail] = merge(l, r);
15                tail->next = mergedHead;
16                tail = mergedTail;
17            }
18        }
19    }
```

Saved

Ln 57, Col 3

Testcase Test Result

Accepted Runtime: 0 ms

Case 1

Case 2

Case 3

Input

Description | Accepted | Editorial | Solutions | Submissions

← All Submissions

Accepted 18 / 18 testcases passed

divyanshu919891 submitted at Feb 14, 2025 15:35

Editorial Solution

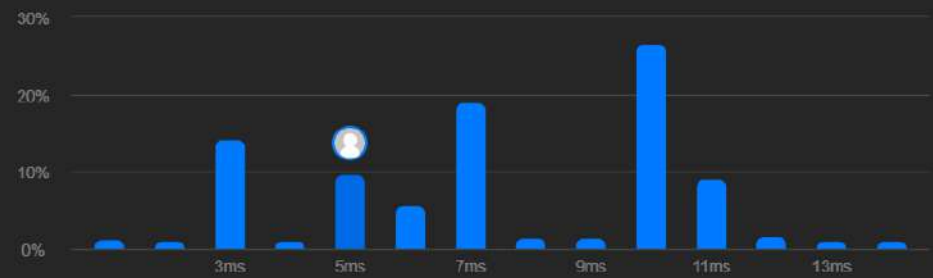
Runtime

5 ms | Beats 83.55%

Analyze Complexity

Memory

11.19 MB | Beats 98.67%



Code | C++

```
class Solution {
public:
    ListNode* detectCycle(ListNode* head) {
        ListNode* slow = head;
```

Code

C++ Auto

```
1 class Solution {
2 public:
3     ListNode* detectCycle(ListNode* head) {
4         ListNode* slow = head;
5         ListNode* fast = head;
6
7         while (fast != nullptr && fast->next != nullptr) {
8             slow = slow->next;
9             fast = fast->next->next;
10            if (slow == fast) {
11                slow = head;
12                while (slow != fast) {
13                    slow = slow->next;
14                    fast = fast->next;
15                }
16                return slow;
17            }
18        }
19    }
```

Saved

Ln 22, Col 3

Testcase Test Result

Accepted Runtime: 0 ms

Case 1 Case 2 Case 3

Input