

# 01\_AddTwoNumbers

```
class ListNode{
    int val;
    ListNode next;
    ListNode(int x){
        this.val = x;
    }
}
```

```
public class AddTwoNumbers{
    public ListNode solve(ListNode l1, ListNode l2) {
    }
}
```

## 02\_MergeKSortedList

```
class ListNode{
    int val;
    ListNode next;
    ListNode(int x){
        this.val = x;
    }
}
```

```
public class MergeKSortedList {
    public ListNode mergeKLists(ListNode[] lists) {
    }
}
```

## 03\_ReverseLinkedList

```
class ListNode{  
    int val;  
    ListNode next;  
    ListNode(int x){  
        this.val = x;  
    }  
}
```

```
public class ReverseLinkedList {  
    public ListNode reverseList(ListNode current) {  
    }  
}
```