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* Definition for an interval.
* public class Interval {
    int start;
    int end;
    Interval() { start = 0; end = 0; }
    Interval(int s, int e) { start = s; end = e; }
class Solution {
  public List<Interval> merge(List<Interval> intervals) {
     List<Interval> res = new ArrayList<>();
     if (intervals == null || intervals.size() == 0)
        return res;
     Collections.sort(intervals,
             new Comparator<Interval>(){
               @Override
               public int compare(Interval i1, Interval i2) {
                  return i1.start != i2.start ?
                       i1.start - i2.start:
                       i1.end - i2.end;
               }
            });
     int s = intervals.get(0).start, e = intervals.get(0).end;
     for (int i = 1; i < intervals.size(); i++) {
        Interval tmp = intervals.get(i);
        if (e < tmp.start) {
          Interval ni = new Interval(s, e);
          res.add(ni);
          s = tmp.start;
          e = tmp.end;
        } else {
          e = Math.max(e, tmp.end);
     res.add(new Interval(s, e));
     return res;
```