

```
__init__(self, val=0, next=None):
self.val = val
self.next = next
           def addTwoNumbers(11, 12):
    dummy_head = ListNode(8)
    current = dummy_head
    carry = 0
                     while 11 or 12 or carry:

val1 = 11.val if 11 else 0

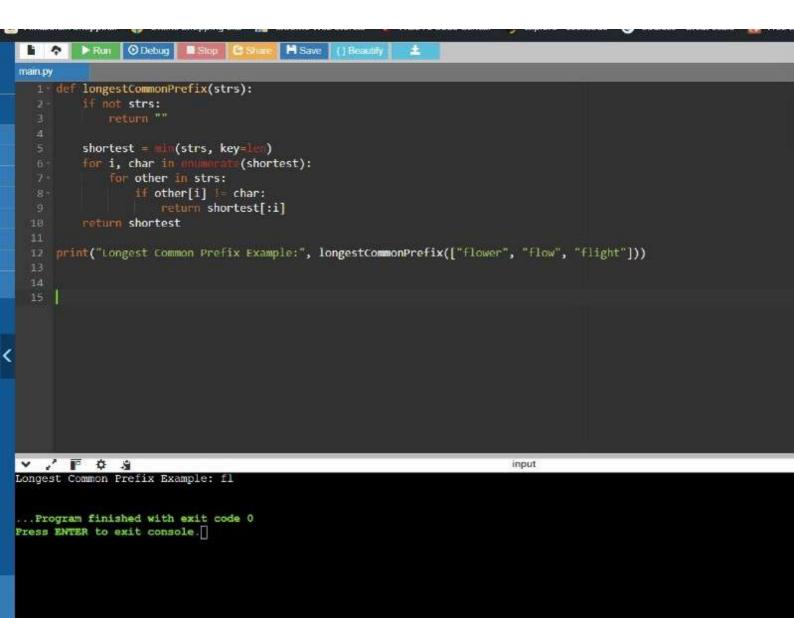
val2 = 12.val if 12 else 0
                             total = val1 + val2 + carry
carry = total // 10
current.next = ListNode(total % 10)
current = current.next
                             return dummy_head.m
v / O s
                                                                                                                                                                                        input
...Program finished with exit code 0
Press ENTER to exit console.
                                       11 = 11.
                                         12 = 12.
                      return dummy_head.
             def create_linked_list(lst):
    dummy = ListNode(@)
    current = dummy
    for number in lst:
        current.next = ListNode(number)
        current = current.next
    return dummy.next
              def print_linked_list(node):
                      while node:

print(node.val, end=" -> ")

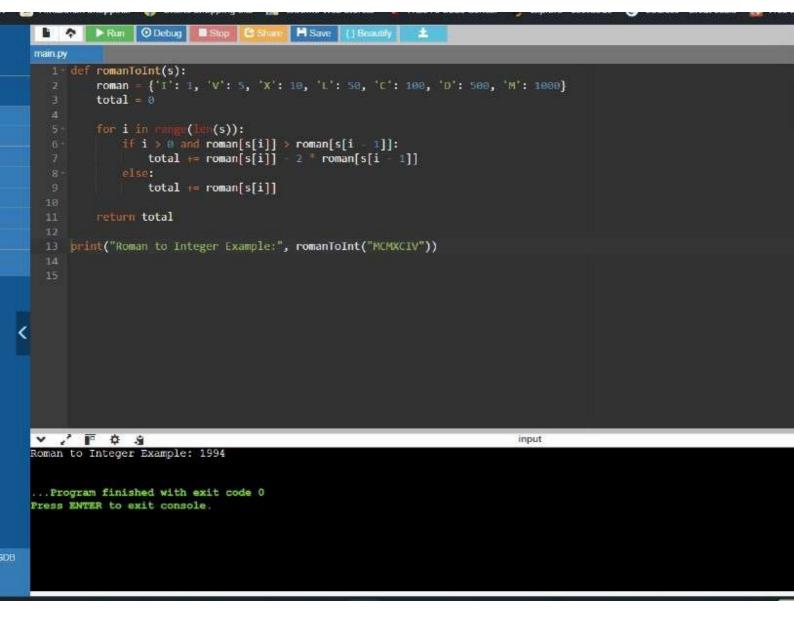
node = node.next

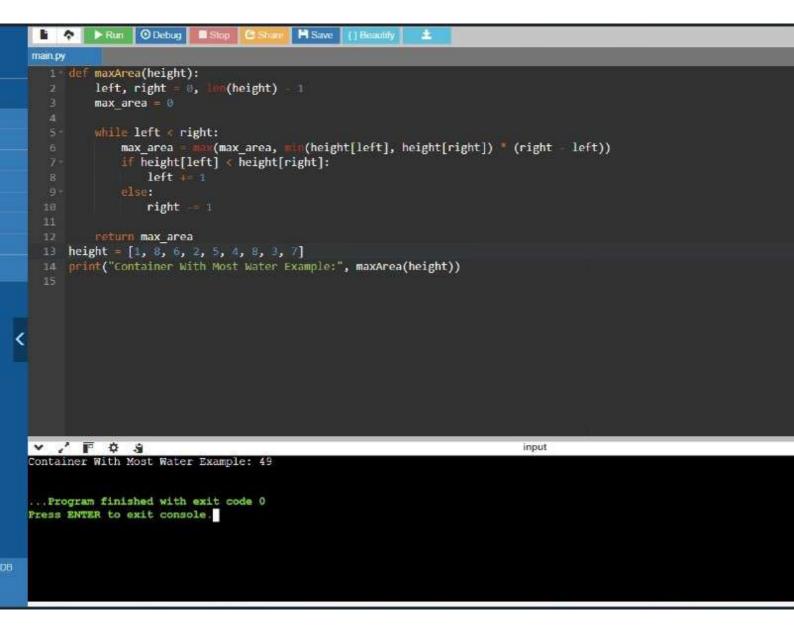
print("None")
             11 = create_linked_list([2, 4, 3])
12 = create_linked_list([5, 6, 4])
result = addTwoNumbers(11, 12)
print_linked_list(result)
 ∨ / ≎ §
7 -> 0 -> 8 -
                                                                                                                                                                                          input
```

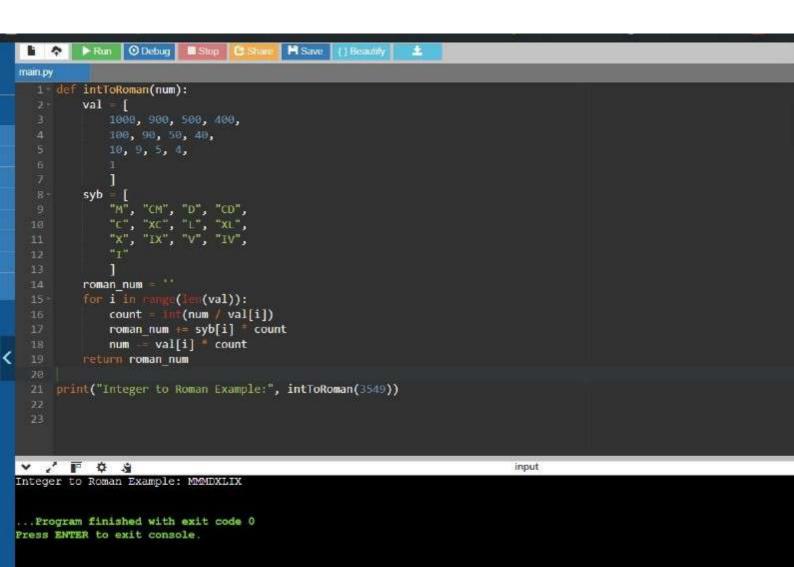
...Program finished with exit code 0 Press ENTER to exit console.

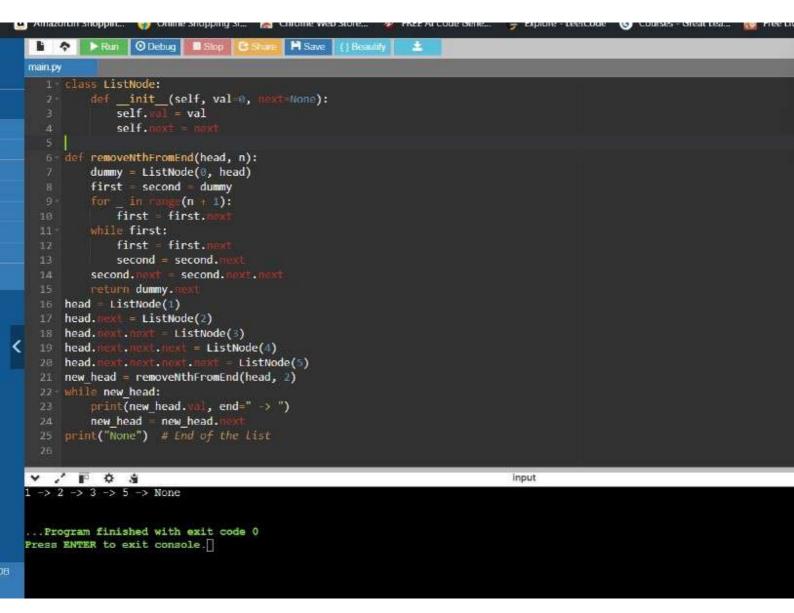


```
▶ Run O Debug Stop C Share H Save () Beautify:
  main.py
    1 def threeSum(nums):
           nums. ()
           res = []
           for i, a in commerate(nums):
               if i > 0 and a == nums[i - 1]:
               1, r = i + 1, len(nums) - 1
               while 1 < r:
                   three_sum = a + nums[1] + nums[r]
                   if three_sum > 0:
                   elif three_sum < 0:
                      1 += 1
                      res.append([a, nums[1], nums[r]]) 1 + 1
                      while nums[1] == nums[1 - 1] and 1 < r:
<
           return res
   20 print("35um Example:", threeSum([-1, 0, 1, 2, -1, 4]))
 input
  ... Program finished with exit code 0
  Press ENTER to exit console.
```









```
__init__(self, val=0, next=None):
self.val = val
self.next = next
           def addTwoNumbers(11, 12):
    dummy_head = ListNode(8)
    current = dummy_head
    carry = 0
                     while 11 or 12 or carry:

val1 = 11.val if 11 else 0

val2 = 12.val if 12 else 0
                             total = val1 + val2 + carry
carry = total // 10
current.next = ListNode(total % 10)
current = current.next
                             return dummy_head.m
v / O s
                                                                                                                                                                                        input
...Program finished with exit code 0
Press ENTER to exit console.
                                       11 = 11.
                                         12 = 12.
                      return dummy_head.
             def create_linked_list(lst):
    dummy = ListNode(@)
    current = dummy
    for number in lst:
        current.next = ListNode(number)
        current = current.next
    return dummy.next
              def print_linked_list(node):
                      while node:

print(node.val, end=" -> ")

node = node.next

print("None")
             11 = create_linked_list([2, 4, 3])
12 = create_linked_list([5, 6, 4])
result = addTwoNumbers(11, 12)
print_linked_list(result)
 ∨ / ≎ §
7 -> 0 -> 8 -
                                                                                                                                                                                          input
```

...Program finished with exit code 0 Press ENTER to exit console.

